SPH-m350

PORTABLE Dual-Mode TELEPHONE

User Guide

Please read this manual before operating your phone, and keep it for future reference.



BMC_m350_UG_EN_0716010_D8

Intellectual Property

All Intellectual Property, as defined below, owned by or which is otherwise the property of Samsung or its respective suppliers relating to the SAMSUNG Phone, including but not limited to, accessories, parts, or software relating thereto (the "Phone System"), is proprietary to Samsung and protected under federal laws, provincial laws, and international treaty provisions. Intellectual Property includes, but is not limited to, inventions (patentable or unpatentable), patents, trade secrets, copyrights, software, computer programs, and related documentation and other works of authorship. You may not infringe or otherwise violate the rights secured by the Intellectual Property. Moreover, you agree that you will not (and will not attempt to) modify, prepare derivative works of, reverse engineer, decompile, disassemble, or otherwise attempt to create source code from the software. No title to or ownership in the Intellectual Property is transferred to you. All applicable rights of the Intellectual Property shall remain with SAMSUNG and its suppliers.

Copyright

© 2010 Samsung Electronics Canada, Inc.. SAMSUNG is a registered trademark of Samsung Electronics Co., Ltd. and its related entities.

Licensed by Qualcomm Incorporated under one or more of the following patents: U.S. Patent No. 4, 901, 307; 5, 056, 109; 5, 099, 204; 5, 101, 501; 5, 103, 459; 5, 107, 225; 5, 109, 390.

Openwave® is a registered Trademark of Openwave, Inc.

RSA® is a registered Trademark of RSA Security, Inc.

Post-it[®] is a registered Trademark of Minnesota Mining and Manufacturing Company aka 3M CORPORATION DELAWARE.

The Bluetooth[®] word mark and logos are owned by the Bluetooth SIG, Inc. and any use of such marks by Samsung Electronics Canada, Inc. is under license. Other trademarks and trade names are those of their respective owners.

Disclaimer of Warranties; Exclusion of Liability

Except as set forth in the express warranty contained on the warranty page enclosed with the product, the purchaser takes the product "as is", and Samsung makes no express or implied warranty of any kind whatsoever with respect to the product, including but not limited to the merchantability of the product or its fitness for any particular purpose or use; the design, condition or quality of the product; the performance of the product; the workmanship of the product or the components contained therein; or compliance of the product with the requirements of any law, rule, specification or contract pertaining thereto. Nothing contained in the instruction manual shall be construed to create an express or implied warranty of any kind whatsoever with respect to the product. In addition, Samsung shall not be liable for any damages of any kind resulting from the purchase or use of the product or arising from the breach of the express warranty, including incidental, special or consequential damages, or loss of anticipated profits or benefits.

Privacy

The privacy and copyright laws of Canada govern the disclosure, reproduction and distribution of data, media and other content, including music and video content. Certain activities, including downloads or transfer by any means (including, via cable, Bluetooth[®] or otherwise) of such content may be an infringement of privacy or copyright law. Neither Samsung Electronics Canada Inc. nor any of its affiliates shall be liable or responsible for any data or content disclosed, reproduced, downloaded or distributed by the user of this equipment.

Warning

Depending on the user interface used in the handset, you may experience slow keypad response when performing tasks in the background. This can impact making phone calls. When there is no activity or change in the icons at the top of the main LCD display, the handset will resume normal operations.

Open Source Announcement

Some software components of this product incorporate source code covered under the the Mozilla Public License.

And this product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<u>http://www.openssl.org/</u>)

To obtain the source code covered under the MPL, please visit

http://opensource.samsung.com/category/mobile/mobile-phone/.

Component	License
OpenSSL	OpenSSL License
Mozilla	Mozilla Public License 1.1

LICENSE ISSUES

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit. See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl core@openssl.org.

OpenSSL License

Copyright (c) 1998-2004 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- 1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/ or other materials provided with the distribution.
- All advertising materials mentioning features or use of this software must display the following acknowledgment: "This product includes software

developed by the OpenSSL Project for use in the OpenSSL Toolkit. (http://www.openssl.org/)" $\,$

- The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact opensslcore@openssl.org.
- Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
- Redistributions of any form whatsoever must retain the following acknowledgment: "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (http://www.openssl.org/)"

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT "AS IS" AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

Original SSLeay License

Copyright (C) 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved.

This package is an SSL implementation written by Eric Young (eay@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL.

This library is free for commercial and non-commercial use as long as the following conditions are adheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, Ihash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com). Copyright remains

Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used.

This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- 1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/ or other materials provided with the distribution.
- All advertising materials mentioning features or use of this software must display the following acknowledgement: "This product includes cryptographic software written by Eric Young(eay@cryptsoft.com)" The word 'cryptographic' can be left out if the rouines from the library being used are not cryptographic related:-).
- 4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement: "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The license and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution license [including the GNU Public Licence.]

Mozilla Public License 1.1 (MPL 1.1)

1. Definitions.

1.0.1. "Commercial Use" means distribution or otherwise making the Covered Code available to a third party.

1.1. "Contributor" means each entity that creates or contributes to the creation of Modifications.

1.2. "Contributor Version" means the combination of the Original Code, prior Modifications used by a Contributor, and the Modifications made by that particular Contributor.

1.3. "Covered Code" means the Original Code or Modifications or the combination of the Original Code and Modifications, in each case including portions thereof.

1.4. "Electronic Distribution Mechanism" means a mechanism generally accepted in the software development community for the electronic transfer of data.

1.5. "Executable" means Covered Code in any form other than Source Code.

1.6. "Initial Developer" means the individual or entity identified as the Initial Developer in the Source Code notice required by Exhibit A.

1.7. "Larger Work" means a work which combines Covered Code or portions thereof with code not governed by the terms of this License.

1.8. "License" means this document.

1.8.1. "Licensable" means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently acquired, any and all of the rights conveyed herein.

1.9. "Modifications" means any addition to or deletion from the substance or structure of either the Original Code or any previous Modifications. When Covered Code is released as a series of files, a Modification is:

 $\pmb{\mathsf{A}}.$ Any addition to or deletion from the contents of a file containing Original Code or previous Modifications.

B. Any new file that contains any part of the Original Code or previous Modifications.

1.10. "Original Code" means Source Code of computer software code which is described in the Source Code notice required by Exhibit A as Original Code, and which, at the time of its release under this License is not already Covered Code governed by this License.

1.10.1. "Patent Claims" means any patent claim(s), now owned or hereafter acquired, including without limitation, method, process, and apparatus claims, in any patent Licensable by grantor.

1.11. "Source Code" means the preferred form of the Covered Code for making modifications to it, including all modules it contains, plus any associated interface definition files, scripts used to control compilation and installation of an Executable, or source code differential comparisons against either the Original Code or another well known, available Covered Code of the Contributor's choice. The Source Code can be in a compressed or archival form, provided the appropriate decompression or de-archiving software is widely available for no charge.

1.12. "You" (or "Your") means an individual or a legal entity exercising rights under, and complying with all of the terms of, this License or a future version of this License issued under Section 6.1. For legal entities, "You" includes any entity which controls, is controlled by, or is under common control with You. For purposes of this definition, "control" means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

2. Source Code License.

2.1. The Initial Developer Grant.

The Initial Developer hereby grants You a world-wide, royalty-free, non-exclusive license, subject to third party intellectual property claims:

(a) under intellectual property rights (other than patent or trademark) Licensable by Initial Developer to use, reproduce, modify, display, perform, sublicense and distribute the Original Code (or portions thereof) with or without Modifications, and/or as part of a Larger Work; and

(b) under Patents Claims infringed by the making, using or selling of Original Code, to make, have made, use, practice, sell, and offer for sale, and/or otherwise dispose of the Original Code (or portions thereof).

(c) the licenses granted in this Section 2.1(a) and (b) are effective on the date Initial Developer first distributes Original Code under the terms of this License.

(d) Notwithstanding Section 2.1(b) above, no patent license is granted: 1) for code that You delete from the Original Code; 2) separate from the Original Code; or 3) for infringements caused by: i) the modification of the Original Code or ii) the combination of the Original Code with other software or devices.

2.2. Contributor Grant.

Subject to third party intellectual property claims, each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license

(a) under intellectual property rights (other than patent or trademark) Licensable by Contributor, to use, reproduce, modify, display, perform, sublicense and distribute the Modifications created by such Contributor (or portions thereof) either on an unmodified basis, with other Modifications, as Covered Code and/or as part of a Larger Work; and

(b) under Patent Claims infringed by the making, using, or selling of Modifications made by that Contributor either alone and/or in combination with its Contributor Version (or portions of such combination), to make, use, sell, offer for sale, have made, and/or otherwise dispose of: 1) Modifications made by that Contributor (or portions thereof); and 2) the combination of Modifications made by that Contributor with its Contributor Version (or portions of such combination).

(c) the licenses granted in Sections 2.2(a) and 2.2(b) are effective on the date Contributor first makes Commercial Use of the Covered Code.

(d) Notwithstanding Section 2.2(b) above, no patent license is granted: 1) for any code that Contributor has deleted from the Contributor Version; 2) separate from the Contributor Version; 3) for infringements caused by: i) third party modifications of Contributor Version or ii) the combination of Modifications made by that Contributor with other software (except as part of the Contributor Version) or other devices; or 4) under Patent Claims infringed by Covered Code in the absence of Modifications made by that Contributor.

3. Distribution Obligations.

3.1. Application of License.

The Modifications which You create or to which You contribute are governed by the terms of this License, including without limitation Section **2.2**. The Source Code version of Covered Code may be distributed only under the terms of this License or a future version of this License released under Section **6.1**, and You must include a copy of this License with every copy of the Source Code You distribute. You may not offer or impose any terms on any Source Code version that alters or restricts the applicable version of this License or the recipients' rights hereunder. However, You may include an additional document offering the additional rights described in Section **3.5**.

3.2. Availability of Source Code.

Any Modification which You create or to which You contribute must be made available in Source Code form under the terms of this License either on the same media as an Executable version or via an accepted Electronic Distribution Mechanism to anyone to whom you made an Executable version available; and if made available via Electronic Distribution Mechanism, must remain available for at least twelve (12) months after the date it initially became available, or at least six (6) months after a subsequent version of that particular Modification has been made available to such recipients. You are responsible for ensuring that the Source Code version remains available even if the Electronic Distribution Mechanism is maintained by a third party.

3.3. Description of Modifications.

You must cause all Covered Code to which You contribute to contain a file documenting the changes You made to create that Covered Code and the date of any change. You must include a prominent statement that the Modification is derived, directly or indirectly, from Original Code provided by the Initial Developer and including the name of the Initial Developer in (a) the Source Code, and (b) in any notice in an Executable version or related documentation in which You describe the origin or ownership of the Covered Code.

3.4. Intellectual Property Matters

(a) Third Party Claims.

If Contributor has knowledge that a license under a third party's intellectual property rights is required to exercise the rights granted by such Contributor under Sections 2.1 or 2.2, Contributor must include a text file with the Source Code distribution titled "LEGAL" which describes the claim and the party making the claim in sufficient detail that a recipient will know whom to contact. If Contributor obtains such knowledge after the Modification is made available as described in Section 3.2, Contributor shall promptly modify the LEGAL file in all copies Contributor makes available thereafter and shall take other steps (such as notifying appropriate mailing lists or newsgroups) reasonably calculated to inform those who received the Covered Code that new knowledge has been obtained.

(b) Contributor APIs.

If Contributor's Modifications include an application programming interface and Contributor has knowledge of patent licenses which are reasonably necessary to implement that API, Contributor must also include this information in the LEGAL file.

(c) Representations.

Contributor represents that, except as disclosed pursuant to Section 3.4(a) above, Contributor believes that Contributor's Modifications are Contributor's original creation(s) and/or Contributor has sufficient rights to grant the rights conveyed by this License.

3.5. Required Notices.

You must duplicate the notice in **Exhibit A** in each file of the Source Code. If it is not possible to put such notice in a particular Source Code file due to its structure, then You must include such notice in a location (such as a relevant directory) where a user would be likely to look for such a notice. If You created one or more Modification(s) You may add your name as a Contributor to the notice described in **Exhibit A**. You must also duplicate this License in any documentation for the Source Code where You describe recipients' rights or ownership rights relating to Covered Code. You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Code. However, You may do so only on Your own behalf, and not on behalf of the Initial Developer or any Contributor.

You must make it absolutely clear than any such warranty, support, indemnity or liability obligation is offered by You alone, and You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of warranty, support, indemnity or liability terms You offer.

3.6. Distribution of Executable Versions.

You may distribute Covered Code in Executable form only if the requirements of Section **3.1-3.5** have been met for that Covered Code, and if You include a notice stating that the Source Code version of the Covered Code is available under the terms of this License, including a description of how and where You have fulfilled the obligations of Section **3.2**. The notice must be conspicuously included in any notice in an Executable version, related documentation or collateral in which You describe recipients' rights relating to the Covered Code. You may distribute the Executable version of Covered Code or ownership rights under a license of Your choice, which may contain terms different from this License, provided that You are in compliance with the terms of this License and that the license for the Executable version does not attempt to limit or alter the recipient's rights in the Source Code version from the rights set forth in this License.

If You distribute the Executable version under a different license You must make it absolutely clear that any terms which differ from this License are offered by You alone, not by the Initial Developer or any Contributor. You hereby agree to indemnify the Initial Developer and every Contributor for any liability incurred by the Initial Developer or such Contributor as a result of any such terms You offer.

3.7. Larger Works.

You may create a Larger Work by combining Covered Code with other code not governed by the terms of this License and distribute the Larger Work as a single product. In such a case, You must make sure the requirements of this License are fulfilled for the Covered Code.

4. Inability to Comply Due to Statute or Regulation.

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Code due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be included in the LEGAL file described in Section 3.4 and must be included with all distributions of the Source Code. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Application of this License.

This License applies to code to which the Initial Developer has attached the notice in Exhibit A and to related Covered Code.

6. Versions of the License.

6.1. New Versions.

Netscape Communications Corporation ("Netscape") may publish revised and/or new versions of the License from time to time. Each version will be given a distinguishing version number.

6.2. Effect of New Versions.

Once Covered Code has been published under a particular version of the License, You may always continue to use it under the terms of that version. You may also choose to use such Covered Code under the terms of any subsequent version of the License published by Netscape. No one other than Netscape has the right to modify the terms applicable to Covered Code created under this License.

6.3. Derivative Works.

If You create or use a modified version of this License (which you may only do in order to apply it to code which is not already Covered Code governed by this License), You must (a) rename Your license so that the phrases "Mozilla", "MOZILLAPL", "MOZPL", "Netscape", "MPL", "NPL" or any confusingly similar phrase do not appear in your license (except to note that your license differs from this License) and (b) otherwise make it clear that Your version of the license contains terms which differ from the Mozilla Public License and Netscape Public License. (Filling in the name of the Initial Developer, Original Code or Contributor in the notice described in Exhibit A shall not of themselves be deemed to be modifications of this License.)

7. DISCLAIMER OF WARRANTY.

COVERED CODE IS PROVIDED UNDER THIS LICENSE ON AN "AS IS" BASIS, WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, WARRANTIES THAT THE COVERED CODE IS FREE OF DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGING. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE COVERED CODE IS WITH YOU. SHOULD ANY COVERED CODE PROVE DEFECTIVE IN ANY RESPECT, YOU (NOT THE INITIAL DEVELOPER OR ANY OTHER CONTRIBUTOR) ASSUME THE COST OF ANY NECESSARY SERVICING, REPAIR OR CORRECTION. THIS DISCLAIMER OF WARRANTY CONSTITUTES AN ESSENTIAL PART OF THIS LICENSE.

NO USE OF ANY COVERED CODE IS AUTHORIZED HEREUNDER EXCEPT UNDER THIS DISCLAIMER.

8. TERMINATION.

8.1. This License and the rights granted hereunder will terminate automatically if You fail to comply with terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses to the Covered Code which are properly granted shall survive any termination of this License. Provisions which, by their nature, must remain in effect beyond the termination of this License shall survive.

8.2. If You initiate litigation by asserting a patent infringement claim (excluding declatory judgment actions) against Initial Developer or a Contributor (the Initial Developer or Contributor against whom You file such action is referred to as "Participant") alleging that:

(a) such Participant's Contributor Version directly or indirectly infringes any patent, then any and all rights granted by such Participant to You under Sections 2.1 and/or 2.2 of this License shall, upon 60 days notice from Participant terminate

prospectively, unless if within 60 days after receipt of notice You either: (i) agree in writing to pay Participant a mutually agreeable reasonable royalty for Your past and future use of Modifications made by such Participant, or (ii) withdraw Your litigation claim with respect to the Contributor Version against such Participant. If within 60 days of notice, a reasonable royalty and payment arrangement are not mutually agreed upon in writing by the parties or the litigation claim is not withdrawn, the rights granted by Participant to You under Sections 2.1 and/or 2.2 automatically terminate at the expiration of the 60 day notice period specified above.

(b) any software, hardware, or device, other than such Participant's Contributor Version, directly or indirectly infringes any patent, then any rights granted to You by such Participant under Sections 2.1(b) and 2.2(b) are revoked effective as of the date You first made, used, sold, distributed, or had made, Modifications made by that Participant.

8.3. If You assert a patent infringement claim against Participant alleging that such Participant's Contributor Version directly or indirectly infringes any patent where such claim is resolved (such as by license or settlement) prior to the initiation of patent infringement litigation, then the reasonable value of the licenses granted by such Participant under Sections 2.1 or 2.2 shall be taken into account in determining the amount or value of any payment or license.

8.4. In the event of termination under Sections 8.1 or 8.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or any distributor hereunder prior to termination shall survive termination.

9. LIMITATION OF LIABILITY.

UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, WHETHER TORT (INCLUDING NEGLIGENCE), CONTRACT, OR OTHERWISE, SHALL YOU, THE INITIAL DEVELOPER, ANY OTHER CONTRIBUTOR, OR ANY DISTRIBUTOR OF COVERED CODE, OR ANY SUPPLIER OF ANY OF SUCH PARTIES, BE LIABLE TO ANY PERSON FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY CHARACTER INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES, EVEN IF SUCH PARTY SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. THIS LIMITATION OF LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM SUCH PARTY'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF

INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS EXCLUSION AND LIMITATION MAY NOT APPLY TO YOU.

10. U.S. GOVERNMENT END USERS.

The Covered Code is a "commercial item," as that term is defined in 48 C.F.R. 2.101 (Oct. 1995), consisting of "commercial computer software" and "commercial computer software documentation," as such terms are used in 48 C.F.R. 12.212 (Sept. 1995). Consistent with 48 C.F.R. 12.212 and 48 C.F.R. 227.7202-1 through 227.7202-4 (June 1995), all U.S. Government End Users acquire Covered Code with only those rights set forth herein.

11. MISCELLANEOUS.

This License represents the complete agreement concerning subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

This License shall be governed by California law provisions (except to the extent applicable law, if any, provides otherwise), excluding its conflict-of-law provisions. With respect to disputes in which at least one party is a citizen of, or an entity chartered or registered to do business in the United States of America, any litigation relating to this License shall be subject to the jurisdiction of the Federal Courts of the Northern District of California, with venue lying in Santa Clara County, California, with the losing party responsible for costs, including without limitation, court costs and reasonable attorneys' fees and expenses. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not apply to this License.

12. RESPONSIBILITY FOR CLAIMS.

As between Initial Developer and the Contributors, each party is responsible for claims and damages arising, directly or indirectly, out of its utilization of rights under this License and You agree to work with Initial Developer and Contributors to distribute such responsibility on an equitable basis. Nothing herein is intended or shall be deemed to constitute any admission of liability.

13. MULTIPLE-LICENSED CODE.

Initial Developer may designate portions of the Covered Code as Multiple-Licensed. Multiple-Licensed means that the Initial Developer permits you to utilize portions of the Covered Code under Your choice of the MPL or the alternative licenses, if any, specified by the Initial Developer in the file described in Exhibit A.

EXHIBIT A -Mozilla Public License.

"The contents of this file are subject to the Mozilla Public License Version 1.1 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at

http://www.mozilla.org/MPL/

Software distributed under the License is distributed on an "AS IS" basis. WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License.

The Original Code is

The Initial Developer of the Original Code is ______ Portions created by ______ are Copyright (C) _____ _____. All Rights Reserved.

Contributor(s):

Alternatively, the contents of this file may be used under the terms of the license (the [] License), in which case the provisions of [] License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the [____] License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the [___] License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the [] License."

INOTE: The text of this Exhibit A may differ slightly from the text of the notices in the Source Code files of the Original Code. You should use the text of this Exhibit A rather than the text found in the Original Code Source Code for Your Modifications.1

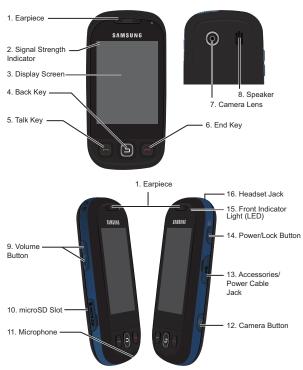
Table of Contents

Getting Started	1
Portrait Mode Phone Features	
Landscape Mode Phone Features	3
Viewing the Display Screen.	3
Turning Your Phone On and Off	
Using Your Phone's Battery and Charger	
Using the Travel Adapter	8
Using a microSDTM Memory Card in Your Phone	
Phone Basics	
Accessing Menus.	. 11
Displaying Your Phone Number	.
Caller ID	
Responding to Call Waiting	
Making a Three-Way Call	
TTY Use With Handset	
Entering Text	.20
Predictive Text Input	. 20
Using the Keyboard	. 21
Roaming	
Setting Your Roaming Mode	. 23
Update PRL	
Voice Command	
Customizing Voice Command	. 28
Main Menu	. 30
User Interface.	. 30
Menu Layout	. 30
Web	.31
Navigating the Web	. 31
Creating a Bookmark	
Using the Menu to Navigate	
Messaging	
Text Messaging	
Picture Messages	
Instant Messaging	
Voicemail	
Settings	
General	

Text Message Settings	43
Contacts	
Adding a New Contact. 4 Saving a Phone Number. 4 Finding Contacts 4 Editing an Existing Contact 4	45 46
Tools	
Self Serve. 4 Voice Command . 4 Calculator. 4 Notes 5 Calendar. 5 Clock 7 Music 1 Update Phone 5	48 48 50 51 54 58
Voice Memo	
Calls	
Recent Calls Options	
Bluetooth	
Enabling Bluetooth.	63 64 64 64 65
My Downloads	
Downloading	68 69
Camera	
Taking Pictures My Album Camera Settings	71 73
Settings	
Display	77

Messaging General Web Browser	 79 83
Speech to Action Lock Reset	 86
Roaming	 87
Safety Getting the Most Out of Your Reception	
Maintaining Safe Use of and Access to Your Phone Caring for the Battery.	 89
Acknowledging Special Precautions and Industry Canada Notice Owner's Record	 92 93
User Guide Proprietary Notice.	93 94
Manufacturer's Warranty Index	94 97

Getting Started Portrait Mode Phone Features



- 1. Earpiece: The Earpiece lets you hear the other caller and automated prompts.
- Signal Strength Indicator: This shows the signal strength by displaying bars. The more bars displayed, the better the signal strength.
- Display Screen: The Display Screen shows indicators for signal and battery strength, time, day, and date. It also displays incoming calls or messages.
- 1 Getting Started

- Back Key: Press to return to the previous menu or screen when navigating features on your phone.
- 5. Talk Key: Press to answer an incoming call.
- 6. End Key: Press to end a call.
- 7. Camera Lens: Allows you to take pictures with the integrated digital camera.
- 8. Speaker: Allows you to hear a caller's voice in speakerphone mode, and to hear ringtones and sounds.
- Volume Button: Allows you to adjust the ringer volume in idle mode or to adjust the voice volume during a call. It can also be used to scroll up or down in various menus to access the options.
- MicroSD[™] Slot: This expansion slot allows you to insert a microSD[™] memory card to add additional memory and storage capacity
- 11. Microphone: The Microphone allows the other caller to hear you clearly when you are speaking to them.
- 12. Camera Button: This key is used to launch the integrated digital camera.
- 13. Accessories/Power Cable Jack: The power/accessory interface connector is used to plug in the charging accessories and to connect any available accessory cables to your phone.
- 14. Power/Lock Button: Allows you to turn on or off, or lock or unlock the phone. In a menu, it returns the phone to the unlock screen and cancels any input.
- 15. Front Indicator Light (LED): Displays the phone's connection status.
- **16.** Headset Jack: Allows you to plug in a headset for safe, convenient conversations.

Landscape Mode Phone Features



- 17. QWERTY Keyboard: A retractable alphnumeric character keyboard layout.
- Fn Key: Allows you to access the blue numbers/symbols on the QWERTY keyboard.
- 19. Shift Key: Toggles the alpha characters between mixed case, uppercase, and lowercase. Case remains selected until Shift key is pressed again.
- 20. Symbol Key: Allows you to access symbol characters.
- 21. Space Key: Allows you to add spaces between words and characters.
- Enter/OK Key: Press to select the function highlighted in the current menu or to enter additional lines of text.
- Back Key: Deletes characters from the display when you are in text entry mode and also returns to the previous menu or previous web page when in a menu or web mode.

Viewing the Display Screen

The following list identifies the icons you'll see on your phone's display screens:



Signal Strength: Displays your current signal strength. When you are receiving maximum signal strength, six bars are shown.



No Service: Means there is no service because your phone cannot find a signal.



Roaming: Indicates that your phone is roaming.

3 Getting Started



Data Service Status: Indicates that your 1X connection is active. Incoming voice calls go directly to Voicemail. Outgoing voice calls can be made, but the connection will terminate.



Data Service Transmitting/Receiving: Indicates that data is being transferred over the 1X network. The arrow direction indicates whether the handset is sending or receiving data.



Data Service Unavailable: Indicates that your 1X connection is unavailable or dormant.

Battery Strength: Displays your current battery charge level.



Battery Strength Low: Displays your current battery strength at 20% charge remaining.



Battery Strength Critical: Displays your current battery strength at 3% charge remaining.

Ringers: Indicates that the ringer is turned on.



Beep: Indicates that the ringer is set to 1-Beep.



Vibrate All: Indicates that your phone is in vibrate all mode.



Silence All: Indicates that the phone is set to Silence.



Alarm: Indicates that an alarm has been scheduled.



Bluetooth Active: Indicates that Bluetooth technology is enabled.



Bluetooth Searching: Indicates that Bluetooth technology is searching for available (visible) Bluetooth devices..



Bluetooth Connected: Indicates that Bluetooth technology is connected to a wireless headset.



Missed Indicator: Indicates that you have new text messages. It also indicates that you have missed a call, voicemail message, Calendar event, Alarm, Email, Picture Mail, or Text Message.

Turning Your Phone On and Off

To turn your phone on:





Once your phone is On, it displays "Entering SVC area" which indicates that your phone is searching for a signal. When your phone finds a signal, it automatically enters standby mode – the phone's idle state. At this point, you are ready to begin making and receiving calls.

If your phone is unable to find a signal after 15 minutes of searching, a Power Save feature is automatically activated. When a signal is found, your phone automatically returns to standby mode.

In Power Save mode, your phone searches for a signal periodically without your intervention. You can also initiate a search for service by pressing any key (when your phone is turned On).

Tip: The Power Save feature helps to conserve your battery power when you are in an area where there is no signal.

To turn your phone off:

 Press for two or more seconds until you see the powering down animation on the display screen.

Your screen remains blank while your phone is off (unless the battery is charging).

Using Your Phone's Battery and Charger

Battery Capacity

Your phone is equipped with a Lithium Ion (Lilon) battery. It allows you to recharge your battery before it is fully drained.

When the battery is at 20% charge capacity, **E** is displayed to remind you to recharge the battery. At 3% charge capacity, **E** is displayed and blinks, an audible alert sounds, and the phone powers down.

Note: Long backlight settings, low signal strength, searching for service, vibrate mode, playing games, or browser use affect the battery's talk and standby times.

Tip: Be sure to watch your phone's battery level indicator and charge the battery before it runs out of power.

Installing the Battery

To install the Lilon battery:

1. Press the top of the battery cover and slide the it in the direction of the arrow to release it. Lift the cover up by the bottom corners to remove it.



Insert the bottom end of the battery into the phone housing in the direction of the arrow printed on the battery. The gold contacts on the bottom of the battery should match those on the phone.



- 3. Push the top end of the battery down until it snaps into place.
- 4. Insert the top end of the battery cover into the grooves of the phone. Snap the lid into place.



Removing the Battery

Note: Make sure the power is off so that you don't lose any stored numbers or messages.

To remove your battery:

• Use your finger to lift the battery (top end first) up and away from the phone.

Charging the Battery

Your phone's Lilon battery is rechargeable and should be charged as soon as possible so you can begin using your phone.

Keeping track of your battery's charge is important. If your battery level becomes too low, your phone automatically turns off and you will lose all the information you were just working on. For a quick check of your phone's battery level, glance at the battery charge

7 Getting Started

indicator located in the upper-right corner of either of your phone's display screens. indicates that the battery is full. If the battery charge is getting too low, the battery icon blinks and the phone sounds a warning tone and shuts off.

Always use a Samsung-approved desktop charger, travel adapter, or vehicle power adapter to charge your battery.

WARNING! FOR CONNECTION TO AN ELECTRICAL SUPPLY NOT LOCATED IN NORTH AMERICA, YOU MUST USE AN ADAPTER OF THE PROPER CONFIGURATION FOR THE POWER OUTLET. USE OF THE WRONG ADAPTER COULD DAMAGE YOUR PHONE AND VOID YOUR WARRANTY. IMPORTANT SAFETY INSTRUCTIONS - TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, CAREFULLY FOLLOW THESE INSTRUCTIONS. THIS POWER UNIT IS INTENDED TO BE CORRECTLY ORIENTED IN A VERTICAL OR HORIZONTAL OR FLOOR MOUNT POSITION.

Note: You must unplug the adapter before removing the battery from the phone during charging to avoid damage.

Using the Travel Adapter

- 1. Locate the interface connector on the side of the phone and pull out and turn the plastic cover.
- 2. Plug the flat end of the charger into the phone's charger jack.



3. Plug the other end into an electrical outlet.

 An animated battery icon is displayed on the main screen and the screen is locked. The icon indicates the battery's charge state and percent of charge.

Note: It takes approximately 4 hours to fully recharge a completely drained standard battery. With the Samsung approved Lilon battery, you can recharge the battery before it drains completely.

Using a microSD[™] Memory Card in Your Phone

Your phone is capable of supporting a memory storage media known as a microSD[™] memory card. This card is the newest standard of flash memory specifically designed for use with ultra-small mobile phones and other devices. It is ideal for storing media-rich files, such as music and photographs in your phone.

The maximum storage size for this media card is 32 GB.

Note: Compatibility with all high capacity microSD[™] memory cards is not guaranteed. Using non-recommended microSD[™] cards could cause data loss and damage your phone.

Installing the microSD[™] Memory Card

Your phone has a memory card slot on the lower left side. You can install a microSD[™] card to provide additional memory for storing files (such as sound files and photos) in your phone.

To install the card:

 Locate the memory slot on the left side of the phone and pull out and turn the plastic cover. 2. Make sure the microSD[™] card's gold contacts are facing down.



- Carefully insert the microSD[™] card into the opening and firmly push it in until you hear a click, indicating that the card is now securely installed.
- With the card now securely installed, resecure the plastic cover over the microSD[™] slot on the phone.

Note: To remove the card once it has been inserted, firmly push the end of the card further into the phone and release—the card should pop out of the memory card slot. If this does not work, repeat the process again.

Note: The microSD[™] card can be easily damaged by improper operation. Please be careful when inserting, removing, or handling the card.

Note: DO NOT remove the microSD[™] card while files are being accessed or transferred. Doing so will result in loss or damage of data. Make sure your battery is fully charged before using the microSD[™] card. Your data may become damaged or unusable if the battery runs out while using the microSD[™] card.

Phone Basics

Your handset supports a flexible user interface that allows you to modify the user interface via downloadable themes. The availability of a custom user interface is subject to your carrier. The following description of the basic capabilities of the phone is a general description and not specific to a particular user interface.

However, there are some general principles that govern the handset's user interface. For each user interface, you can access a main menu that provides access and control for most of the phone's capability.

Accessing Menus

When the phone is locked and is pressed, the unlock screen displays. To access the menu functions you must first drag the screen to unlock the phone (drag up from the blue arrow tab at the bottom left of the unlock screen).



Note: You can also slide open the keyboard to unlock the phone.

- 1. Touch Menu.
- 2. Touch the menu items to open them.

Displaying Your Phone Number

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Phone Information.
- 11 Phone Basics

Phone Basics

Making and Answering Calls

To make a call:

- 1. Touch Phone.
- Enter a phone number using the onscreen dialpad. (If you make a mistake while dialing, press to erase one digit at a time. Press and hold to erase the entire number.)
- 3. The phone number appears in the **TALK** button as you type. Touch 5555551234 to call the number, the press .
- 4. Press e when you are finished.

Tip: To redial your last recent call, press 🚍 twice.

Tip: Some networks support + dialing. + dialing automatically indicates to the network that you are dialing an international call and adds the international dialing prefix (typically '011') to the call automatically. To use + dialing, press and hold the 0 key (until the + appears) before entering the phone number.

To answer an incoming call:

- 1. Make sure your phone is on. (If your phone is off, incoming calls go to Voicemail.)
- 2. Press 🛑 to answer the call.

Your phone notifies you of incoming calls in the following ways:

- The phone rings or vibrates (unless set to Silence All).
- The backlight illuminates.
- The screen displays an incoming call message.
- The tis displayed at the top of the display screen.

If the incoming call is from a number stored in your Contacts, the Contacts entry's name is displayed. The caller's phone number may also be displayed, if available.

The following options are also available to handle an incoming call:

 Press to end the call and send the caller to Voicemail. You can press the volume key on the side of the phone to quiet the ringer.

- Touch ______ or press and hold the volume key to send the incoming call to your Voicemail box immediately.
- Touch prove TWI to send the call to your Voicemail box and immediately send the caller a text message.

To disconnect a call when you are finished:

Press —.

Missed Call Notification

When an incoming call is not answered, a Missed Call message is displayed on your screen.

To dial a missed call back, press

Calling Emergency Numbers

You can place calls to 911 (dial 911 and press), even if your phone is locked or your account is restricted.

Warning: After initiating a 911 call, you must end the call by pressing * and # on your keypad. This notifies the phone that the 911 call was terminated intentionally by the user. No other calls can be made prior to terminating the emergency call.

In-Call Options

During a call, touch an option on the screen to Mute or UnMute your phone or use the speakerphone.

- Mute On or Mute Off: Drag the keys left or right to toggle the phone's microphone on/off.
- Speaker On or Speaker Off: Drag the keys left or right to activate or deactivate the speakerphone.
- Add Call: Allows you to talk to two different people at the same time. (For more information, see "Making a Three-Way Call" on page 17.)
- Dialpad: Displays the onscreen dialpad where you can Save or Pause the current number or End Call.
- Options: Allows you to access other functions during the call:
 - Contacts: Accesses the Contacts menu options.
 - Recent Calls: Checks your call log for Missed, Outgoing, Incoming and Recent calls. You can also erase the logs from this menu.
 - Messaging: Allows you to check notifications and access the contents of voice or text messages.

- Notes: Allows you to type notes.
- Calendar: Allows you to open the Calendar.
- Clock: Allows you to display the Clock.
- Calculator: Allow you to use the Calculator.
- Phone Info: Displays the phone number, hardware/software version, and advanced information.

WARNING! Because of higher volume levels, do not place the device near your ear during speakerphone use.

End-of-Call Options

After receiving a call from or making a call to a phone number that is not in your Contacts, the phone number and the duration of the call are displayed. Touch **Save** to save the new number in your Contacts. (See "Saving a Phone Number" on page 15" below for more information.) Touch **Redial** to redial the number. Touch **Done** to exit the end-of-call screen.

Saving a Phone Number from the End-of-Call Screen

After you have received or made a call, the phone displays end-of-call options.

- 1. Press et to end the current call.
- 2. Touch Save.
- 3. Touch New Contact or Existing Contact.
- Touch a label (Mobile, Home, Work, Pager, or Others). The screen changes to the Landscape orientation.

Note: Step 3 does not appear when your Contacts list is empty.

- Touch the Enter Name field and use the keyboard to enter the new contact name. See "Using the Keyboard" on page 21
- 6. Touch Done (onscreen) to store the name and save the new entry.

Note: If the current number has already been stored in your Contacts, Save is replaced with Contacts.

Note: The End-of-Call options are not displayed for calls identified as Unknown ID or Restricted Number.

Saving a Phone Number

You can store up to 600 phone numbers in the Contacts list. (For more information, see "Adding a New Contact" on page 45.)

- 1. Touch Phone.
- 2. Enter a number and touch Save.
- 3. Touch New Contact or Existing Contact.
- Touch a label (Mobile, Home, Work, Pager, or Others). The screen changes to the Landscape orientation.

Note: Step 3 does not appear when your Contacts list is empty.

- Touch the Enter Name field and use the keyboard to enter the new contact name. See Entering Text
- 6. Enter information into the other field as needed using the keyboard.
- 7. Touch Done (onscreen) to store the name and save the new entry.

Finding a Phone Number

- 1. In the Main menu, touch Contacts.
- 2. Touch Contacts again.
- Scroll down through your list of contacts to highlight the name. Touch the name to select it and then touch the phone number to make the call.

Tip: To search through your list more quickly, switch to landscape mode and enter the first few letters in the Name box. The display will move down the list to the first entry that matches the text in the Name box.

Tip: If the entry contains more than one phone number, scroll up or down to highlight the number you want to call and then touch the number to make the call.

Dialing and Saving Phone Numbers With Pauses

You can dial or save phone numbers with pauses for use with automated systems, such as Voicemail or credit card billing numbers.

Pause: Sends the next set of numbers when you press

Note: You can have multiple pauses in a phone number.

To dial or save phone numbers with pauses:

- 1. Touch Phone and enter a phone number.
- 2. Touch Pause. A P is displayed at the end of the phone number.
- 3. Enter additional numbers.
- 4. Press 🕞 or touch 555-555-1234 to dial the number.
 - or—

Touch Save to save the number in your Contacts.

Using Speed Dialing

You can store up to 8 numbers in your phone's speed dial memory to make it easy to contact friends and family. With this feature, you can dial Speed Dial entries by touching one of the numbers on the screen.

To use Speed Dialing:

- 1. Touch Contacts.
- 2. Touch Speed Dial.
- 3. Touch a speed dial number to call the number.

Note: Speed dialing is not available when you are roaming. When roaming you must always dial the number using eleven digits (1 + area code + number).

Caller ID

Caller ID allows people to identify a caller before answering the phone by displaying the number of the incoming call. You can block your number from being displayed when you make a call.

To block Caller ID:

- 1. Touch Phone.
- 2. Enter *67 + Phone Number.

3. Press 😑 or touch 555-555-1234.

To permanently block your number, call your service provider.

Responding to Call Waiting

When you're on a call, Call Waiting alerts you of incoming calls by sounding two beeps. Your phone's screen informs you that another call is coming in and displays the caller's phone number (if it is available and you are in digital mode).

To respond to an incoming call while you're on a call:

Press

 (This puts the first caller on hold and answers the second call.)

To switch back to the first caller:

 Touch the caller entry to re-activate the first call and place the second caller on hold.

Making a Three-Way Call

With three-way calling, you can talk to two people at the same time. When using this feature, the normal airtime rates will be charged for each of the two calls.

To use Add Call:

- 1. Touch Phone.
- Enter the number you want to call and press
 or touch
 0555551234.
- 3. Once you have established the connection, touch Add Call.
- 4. Select Speed Dial, Contacts, History, or Dialpad.
- 5. Touch an entry, use the dialpad to enter the second number, or touch Talk to connect to the second caller.
- When the second call is connected, touch **Join** to begin your three-way call.

If one of the people you called hangs up during your call, you and the remaining caller stay connected. If you initiated the call and are the first to hang up, all three callers are disconnected.

Tip: You can also begin a three-way call by displaying a phone number stored in your Contacts, Recent History, or Messaging. To call the third party, press

Once disconnected, a redial screen appears to provide you with the opportunity to call back any of the individual callers from the recent three-way call.

17 Phone Basics

To use Redial:

- 1. Touch Redial for the first caller.
- 2. Repeat steps 4-5 in "To use Add Call:" on page 17.
- 3. When the second call is connected, touch **Join** to begin your three-way call.

TTY Use With Handset

A TTY (also known as a TDD or Text Telephone), is a telecommunications device that allows people who are deaf or hard of hearing, or who have speech or language disabilities, to communicate by telephone.

Your phone is compatible with selected TTY devices. Please check with the manufacturer of your TTY device to ensure that it supports digital wireless transmission. Your phone and TTY device will connect via a special cable that plugs into your phone's headset jack. If this cable was not provided with your TTY device, contact your TTY device manufacturer to purchase the connector cable.

Note: Not all service providers support TTY. Consult your service provider for more information.

To turn TTY Mode on or off:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch TTY. (A brief explanation of TTY will display.)
- 5. Touch OK to continue.
- 6. Touch TTY On or TTY Off.

Note: In TTY Mode, your phone will display the TTY access icon. If TTY mode is enabled, the audio quality of non-TTY devices connected to the headset jack my be impaired.

IMPORTANT Note for 911 Emergency Calling: We recommend that TTY users make emergency calls by other means, including Telecommunications Relay Services (TRS), analog cellular, and land line communications. Wireless TTY calls to 911 may be corrupted when received by public safety answering points (PSAPs) rendering some communications unintelligible. The problem encountered appears related to TTY equipment or software used by PSAPs. The wireless industry and PSAP community are currently working to resolve this.

Entering Text

The phone includes a built-in QWERTY keyboard, which is located beneath the display screen and is accessed by sliding it open. This orients the phone's display to landscape (widescreen) mode. Using the QWERTY keyboard, you can type letters, numbers, punctuation, and other special characters into text entry fields or other applications.

To open the phone and access the keyboard:

- 1. Rotate the phone 90 degrees counter-clockwise.
- Slide the top section of the phone up to open the keyboard. The display screen rotates to the landscape viewing mode.

Your phone's keyboard provides a convenient way of entering letters, numbers, and symbols when you are prompted to enter text. Using your phone's keyboard is like using a standard computer keyboard, except that each key had a primary character in white on the bottom (usually letters) and a secondary character in red on the top (numbers and punctuation).

- Fin Function: Allows you to enter the numbers or characters displayed in blue at the top of the QWERTY keys. (Press twice to turn Fn lock on.)
- (a) Shift: Toggles the text input mode between Upper Case, Lower Case, and Mixed Case. (Press twice to turn Shift lock on.)
- Sym: Launches the Symbols page. Select from onscreen symbols by using their associated numbers.

Space: Inserts an empty space.

 Enter: Accepts a change or option. While entering text, moves the insertion point to the next line in a message.

← Back: Deletes the previous character.

Predictive Text Input

Predicitve Text (XT9) Input analyzes the letters you enter using an intuitive word database and creates a suitable word. (The word may change as you type.) Other possible words appear in a list below your text.

- To choose a word displayed in the list, scroll up and down using the up and down navigation keys.
- To accept a word, press .

To accept a word and insert a space, press

- To enter a period, press the "." key. To enter other special characters, press rand press the key for the required character. If the required character does not display, press K_{sym}.
- To insert a number, press Fn and press the key for the required number.

Note: To use the keyboard, the phone must be in Landscape mode. You can only enter text using the keyboard.

To enter text using Predictive Text:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Text Entry.
- 5. Turn Predictive Text on.

Using the Keyboard

To enter text:

- Press the required letter keys to enter words
- Press ① once to capitalize the next letter.
- Press 1 twice to turn on Shift (Caps) lock.
- Press to erase the previous letter.

To enter numbers and punctuation:

- Press Fn and then press the key displaying the required character.
- To enter only the top row of characters, press Fn twice to fix all consecutive characters.

Note: In some applications, certain fields may default to entering numbers (such as the phone number fields in Contacts). In others, you will need to use Find to enter numbers.

Symbols

Symbols are entered by accessing onscreen menus and touching the required item.

To enter symbols:

- 1. Press 🔭.
- 21 Entering Text

2. Touch the numeric key corresponding to the required symbol.

Note: You can exit from the Symbols page by pressing any keyboard key or F

To edit specific text by touching the screen:

Touch a location in your text message to move the cursor to that location.

To edit specific text using the onscreen navigation keys:

- Use the navigation keys to move your cursor to the required location.
- If you make a mistake, press to reveal the keyboard and press to erase a single character.
- Press and hold to erase an entire word or all entered characters.

Roaming

Recognizing Icons on the Display Screen

Your phone's display screen always lets you know when you're off the network. If you are roaming on a digital system, the roaming icon will be displayed along with the text Roaming.

Roaming Indicator

Other Digital Networks

Note: You might pay a higher per-minute rate for roaming calls.

Roaming on Other Digital Networks

When you're roaming, you may not be able to access certain features, such as web services.

Note: If you're on a call when you leave the network and enter an area where roaming is available, your call is dropped. If your call is dropped in an area where you think service is available, turn your phone off and on again to reconnect to the network.

Setting Your Roaming Mode

By using the **Roaming** menu option, you can determine which signals your phone accepts. Choose from three different settings on your phone to control your roaming experience:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Roaming.
- 4. Touch Roaming Mode.
- 5. Highlight an option:
 - Automatic: This setting seeks service. When service is unavailable, the phone searches for an alternate system.
 - Home Only: This setting allows you to access the home network only and prevents roaming on other networks.

Update PRL

You can manually update your PRL (Preferred Roaming List) to access additional networks provided by new roaming partners of your service provider, or by new systems that have been enabled. This typically results in either a better signal or expanded coverage. This is not a frequent activity and does not require constant checking. Access this feature if you know you will be traveling outside of your service provider's network to ensure that you always have the best coverage possible.

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Roaming.
- 4. Touch Update PRL.
- 5. Follow the onscreen instructions.

Voice Command

Voice recognition allows you to say commands to perform common functions supported by your phone.

To activate voice recognition:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Command. (The phone prompts you to say a voice command.)

Check <Item>

- 4. Wait for the beep and then say one of the following commands:
 - Call <Name or #>
 Go To <Menu>
 - Send Text <Name or #>
 - Lookup <Name>

Call <Name or #>

You can dial any valid 7, 10 or 11 digit North American phone number. You can also dial by pronouncing a name stored in your Contacts.

Tips for using Call <Name or #>:

- Voice Service works best in quieter environments.
- When saying a number, speak at a normal speed and say each digit clearly. There
 is no need to pause between digits.
- The phone recognizes the digits one, two, three, four, five, six, seven, eight, nine, zero, and oh. The phone does not recognize numbers such as "one eight hundred" for "1-800." Instead, say "one-eight-zero-zero."
- The phone recognizes only valid 7, 10 or 11 digit North American phone numbers.
- If your phone does not usually recognize you correctly when you are using Voice Service, try adapting Voice Service to your voice, which can significantly improve accuracy for some speakers.

To place a call using Call <Name or #>:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Command.

- When the phone says, "Say a command", say "Call" followed by either a name stored in your Contacts or a valid 7, 10 or 11 digit North American phone number naturally and clearly.
 - If the phone asks you, "Did You Say" followed by the correct number, say Yes. (You can also select the correct number from those displayed on the screen by touching the correct number. The phone will then dial the number.)
 - If the phone asks you, "Did You Say" followed by an incorrect number, say No. (If there are other alternatives, the phone will prompt you with the next one. You can also press the navigation key up or down to select the correct number from the Choice List, and then touch the correct number to dial it.)
- Alternatively, you can call a person in your Contacts by saying the name of the person, exactly as it is entered in your Contacts. (The phone plays the name through the earpiece and displays it on the screen.)

If you said a name listed in your Contacts that has more than one number associated with it, the phone displays the different locations (Home, Work, Mobile, Pager, Others) and asks you which one to dial. Say one of the location names and the phone will dial the number for the location you specified.

Send Text <Name or #>

To compose a text message using Voice Service:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Command.
- When the phone says, "Say a command", say "Send Text" followed by either a name stored in your Contacts or a valid 7, 10 or 11 digit North American phone number.
 - If the phone asks you, "Did You Say" followed by the correct number, say Yes. (You can also touch the correct number from those displayed on the screen.)
 - If the phone asks you, "Did You Say" followed by an incorrect number, say No. (If there are other alternatives, the phone will prompt you with the next one. You can also touch the correct number in the Choice List.)
- Compose your text message and touch Send to deliver it. For more information, see "To send a text message:" on page 34.

Lookup <Name>

You can retrieve contact information for any person in your Contacts by saying the full name of the person.

To retrieve information using Lookup <Name>:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Command.
- 4. When the phone says, "Say a command", say "Lookup" followed by the name of the person, exactly as it is entered in your Contacts. (The phone will play the name it recognized through the speaker, and then open the contact information for that name.)

If the phone says, "Did You Say" followed by an incorrect name, say "No". The phone then prompts you with the next name, if there is one. If there are no more names, the phone will say "Sorry, No Match Found".

Go To <Menu>

You can open an application or access a menu by saying "Go To" followed immediately by the "destination", either an application or menu.

To see a list of possible destinations:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Command.
- 4. When the phone says, "Say a command", say "Go To". A list of valid destinations is displayed and the phone prompts you with "Which shortcut". If the list is too long to fit on one screen, the screen displays "Next Menu". You can say the name of a destination, or say "Next Menu" to view the next screen.
- 5. Say the name of the application that you want the phone to activate.

Check <Item>

The voice recognition Status option gives you an update on your phone's service, signal strength, and battery level.

To retrieve your phone's status information:

- 1. Touch Menu.
- 2. Touch Tools.
- 27 Voice Command

- 3. Touch Voice Command.
- When the phone says, "Say a command", say "Check" followed by one of the following items:
 - Status: Plays back and displays ALL status information.
 - Time: Plays back and displays current date and time information.
 - Signal Strength: Plays back and displays current signal strength.
 - Network: Plays back and displays the type of network coverage.
 - Battery: Plays back and displays the current level of battery charge.
 - My Phone Number: Plays back and displays your phone number.

Customizing Voice Command

Configuring Confirmation

You can configure your phone's confirmation setting for voice-based commands.

To configure confirmation:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Confirmation.
- Highlight one of the following options: Automatic, Always Confirm, or Never Confirm.

Configuring Voice Adaptation

You can configure your phone to adapt to your voice when using voice-based commands.

To configure voice adaptation:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Adaptation.
- 5. Touch Adapt Voice.
- 6. Touch Start.
- 7. You will be prompted to record a series of commands.
- 8. When you have finished the session an Adapting message is displayed.
- 9. Touch OK to save.

Note: It is recommended that you perform the complete Adapt Voice session at least once to achieve the maximum benefit of this feature. If a partial adaptation is performed, you can return later and resume the process from the halfway point.

Tip: To reset the voice, touch Reset Voice in the Adaptation menu.

Changing Audio Guidance Mode

By default, your phone is set to prompt mode and provides audio prompts such as "Please say a command".

To change the audio guidance mode:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Audio Modes.
- 5. Touch one of the following:
 - Expert Mode: Displays a selectable list of matching entries. If the first entry is not correct, the phone continues to read each available option until it detects a confirmation (Yes) or rejection (No).
 - Prompt Mode: Displays a selectable list of available dialing options and only reads out the entry name. You have to touch an option to activate a command.

Main Menu

User Interface

Your phone is equipped with the capability to provide multiple user interfaces that can provide a different look and feel, and be customized to user preference. The availability of a customized user interface is subject to your service provider.

Below the idle screen, all user interfaces provide a main menu to support the operation and configuration of the handset's feature. This user guide focuses on describing the functions and features of the main menu. For other ways of accessing the main menu, please see the additional printed material that comes with your phone or talk to your service provider's customer support.

Menu Layout

The main menu consists of the following sub-menus:

- Web: Access the internet to browse pages customized for mobile devices. Please see "Web" on page 31 for more information.
- Messaging: Stay in touch with others via messaging. Please see "Messaging" on page 34 for more information.
- Contacts: Manage your phone book. Please see "Contacts" on page 45 for detail description.
- Tools: Access productivity tools to help manage your daily work. Please see "Tools" on page 48 for more information.
- Calls: Manage incoming, outgoing, missed, and recent calls. Please see "Calls" on page 61 for more information.
- Bluetooth: Enable and use Bluetooth. Please see 'Bluetooth' on page 63 for more information.
- My Downloads: Download contents like screen savers, ringers, games, and applications to personalize your phone. Please see "My Downloads" on page 68 for more information.
- Camera: Use the Camera and Camcorder features. Please see "Camera" on page 70 for more information.
- Settings: Configure the phone to your preferences and network environment. Please see "Settings" on page 75 for more information.

Web

When you launch the browser, the phone will connect to the Internet and the service indicator icon will display.

Launching the Web Browser

Touch Menu and then touch Web.

The first time you use the Web Browser, you will be prompted to go through a setup process that takes approximately three minutes. If you had a previous web connection, the last page you visited will be displayed.

Navigating the Web

By default both the Address Bar (top of display screen) and Navigation toolbar (bottom of display screen) are displayed when the browser is launched. They can be toggled on to reveal more features and functions.

- Touch FULL SCR to switch the display from URL Mode to Full Screen mode in which the Address Bar is hidden.
- Touch MENU to reveal additional Browser menu options.
- Slide your finger up or down the display screen to scroll through the web page.
- Touch and drag in any direction to move around a web page.
- Touch an onscreen item or hyperlink to select it. Links are displayed as underlined text and allow you to jump to web pages, select special functions, and place phone calls.
- Touch an onscreen text field or Search field to display the text input screen and then enter text into the field. See 'Using the Keyboard' on page 21.
- Press to go back one web page. This button is also used to delete text when you are entering it into a text field.
- If the items on a page are numbered, you can use the number keys on your keyboard to select an item.

Tip: The tenth item in a numbered list can be selected by pressing the **0** key on the keyboard, even though the number 0 doesn't appear on the screen.

Creating a Bookmark

Bookmarks allow you to store the addresses of websites so that you can easily access them again later.

To create a bookmark:

- 1. Touch Menu.
- 2. Touch Web.
- 3. Go to the web page that you want to bookmark.
- 4. Touch MENU.
- 5. Touch My Favorites.
- 6. Touch Add this page to favorites.
- 7. Touch Add.
- 8. Touch OK. The new bookmark is added to the top of the list of bookmarks.

Note: Bookmarking a page does not store the page contents, just its address. Some pages cannot be bookmarked. Whether a web page can be bookmarked or not is controlled by its creator.

To access a bookmark:

- 1. Touch Menu.
- 2. Touch Web.
- 3. Touch MENU.
- 4. Touch My Favorites.
- 5. Touch an entry in the list to launch the bookmark's web page.

To delete a bookmark:

- 1. Touch Menu.
- 2. Touch Web.
- 3. Touch MENU.
- 4. Touch My Favorites.
- 5. Touch an entry in the list and touch **OPTIONS**.
- 6. Touch Delete this Favorite.
- 7. Touch **REMOVE** to confirm the deletion.
- 8. Touch OK.

Using the Menu to Navigate

Touch **MENU** to display a list of options for navigating between web pages. The Browser Menu can be opened when a data session is active and from any web page. It contains the following options:

- Back: Move back by one web page (if you have not accessed more than one web
 page, this option is greyed out).
- Forward: Move forward by one web page (if you have not returned from a previous web page, this option is greyed out).
- Home: Returns to your service provider's home page.
- My Favorites: Displays your list of Bookmarks.
- Search: Takes you to a search engine.
- Settings: Displays the following options:
 - Font Size: Allows you to use a slider to adjust the current text size displayed in the browser. Touch Save to save your settings.
 - Send this page to...: Copies the current web address and attaches it to an
 outgoing text message.
 - Clear private data: Allows you to delete the current browsing history, browser cache, cookies, and stored passwords.
 - Advanced: Allows you to access additional Browser Menu options, such as: Page info, Images on/off, Reset browser, Turn on error logging, Send referrer, Redirect prompt, Reset browser settings, and About browser.

Messaging

You can send and recieve email messages and text messages, and participlate in webbased chat rooms right from your phone. After you access the **Messaging** menu, you will see the following options:

- Send Message: Allows you to send text and picture messages.
- Text & Picture Message: Allows you to view text and picture messages that you have received, sent, and saved.
- IM: Allows you to send instant messages.
- Email: Allows you to send email messages.
- Web Alert: Allows you to receive an alert that a new web message is available.
- Voicemail: Allows you to listen to any voice messages saved on the voice mail server.
- Settings: Allows you to configure the messaging options.

Text Messaging

To send a text message:

- 1. Touch Messaging.
- 2. Touch Send Message.
- 3. The list of recipients of recently sent messages is displayed. Touch one of the names or touch one of the following options:
 - Recent List: Select a recipient from a list of recently sent messages.
 - Contacts: Select a recipient from your Contacts (the Contacts entry must contain a wireless phone number or an email address).
 - Manual Entry: Use the keyboard to manually enter a recipient by selecting either:
 - Enter phone number: Use the keyboard or onscreen dialpad to enter a wireless phone number. Touch Done to continue.
 - Enter email address: Use the keyboard to enter the recipient's email address.
- Enter your message using the keyboard. If you want to change your text message options, touch OPTIONS and select one of the following:
 - Preview: Displays a preview of the message as it will be displayed on the recipient's phone.
 - Add Item: Allows you to add a picture or voice memo to the message.

- Sending Options: Allows you to set the message priority and callback number.
- Save as Draft: Stores a copy of the text message in your Drafts folder.
- Save Text: Stores a copy of the text message in the Preset Messages folder.
- Message Details: Displays the recipient's number or email address, message priority, and message size.
- Preset Messages: Allows you to select from a list of preset messages.
- 5. Touch Send to send the message.

To reply to the text message:

- 1. While the message is open, touch Reply.
- 2. Compose your reply or use a pre-composed message.
 - To type a message, use your keyboard to enter the text.
 - To use pre-written messages, touch OPTIONS and touch Preset Messages. Touch the preset message to add it to the reply message.
- 3. Touch Send.

To erase messages:

- 1. Touch Messaging.
- 2. Touch Text & Picture Message.
- 3. Touch Inbox.
- 4. Touch 🛄 to open the Delete menu.
- Touch the message(s) that you want to delete or touch I all of the messages. Selected messages are highlighted in blue.
- 6. Touch Delete selected to delete the selected messages.
- 7. Touch Delete to confirm the deletion.

Picture Messages

Your phone lets you take pictures, view them using the phone's display, and instantly send them to your friends and family.

To send a Picture Message from your Phone

- 1. Touch Messaging.
- 2. Touch Send Message.

- The list of recipients of recently sent messages is displayed. Touch one of the names or touch one of the following options:
 - Recent List: Select a recipient from a list of recently sent messages.
 - Contacts: Select a recipient from your Contacts (the Contacts entry must contain a wireless phone number or an email address).
 - Manual Entry: Use the keyboard to manually enter a recipient by selecting either:
 - Enter phone number: Use the keyboard or onscreen dialpad to enter a wireless phone number. Touch Done to continue.
 - Enter email address: Use the keyboard to enter the recipient's email address.
- 4. Scroll up and touch Picture.
- Touch My Album to select an existing picture, touch one or more thumbnail images, and touch OK.
 - You can also touch **Take New Picture** to take a new picture and then touch to attach it to the message.
- Enter your message using the keyboard. If you want to change your text message options, touch OPTIONS and touch one of the following options:
 - Preview: Displays a preview of the message as it will be displayed on the recipient's phone.
 - Add Item: Allows you to add a picture or voice memo to the message.
 - Erase Item: Allows you to remove a picture or voice memo from the message.
 - Priority: Allows you to set the message priority.
 - Save as Draft: Stores a copy of the text message in your Drafts folder.
 - Save Text: Stores a copy of the text message in the Preset Messages folder.
 - Message Details: Displays the recipient's number or email address, message priority, and message size.
 - Preset Messages: Allows you to select from a list of preset messages.
- 7. Scroll up and use Voice Memo to record and attach a voice memo, if needed.
- 8. Touch Send to send the message.

Messaging

Note: If you have not registered and configured this feature, you will be prompted to do so. Follow the instructions on screen, then continue with this procedure.

Instant Messaging

You can use your phone to access popular instant messaging clients and have online chats.

To access Instant Messaging:

- 1. Touch Messaging.
- 2. Touch IM.
- 3. Select an IM program and follow the on-screen instructions.

Email

Your phone can access online emails using the preloaded Email application.

To access the online e-mail service:

- 1. Touch Messaging.
- 2. Touch Email.
- 3. Follow the on-screen instructions.

Voicemail

All unanswered calls to your phone are automatically transferred to your Voicemail, even if your phone is in use or turned off. However, you are only notified of new messages when your phone is turned on and you are in a Service Area.

To set up your Voicemail:

- Press and hold 1 on your phone's keyboard. (Your phone will automatically dial your voicemail box.)
- Follow the system prompts to create your passcode, record your greeting, and record your name announcement.

To call your Voicemail:

- Press and hold 1 on your phone's keyboard. (Your phone will automatically dial your voicemail box.)
- Touch at the top of the display screen to open an onscreen popup. Touch New Voicemail.

To display your Missed Calls:

- Touch Menu and then touch Calls. The Recent Calls list is displayed.
- From the While you were out screen, touch a number or Contacts entry in the list.

Important: When you are roaming off the network, you might not receive notification of new Voicemail messages. It is recommended that you periodically check your Voicemail by dialing 1 + area code + your Phone Number. When your Voicemail answers, enter your passcode. You will be charged roaming rates when accessing Voicemail while roaming off the network.

Voicemail Notification

Your phone alerts you to new messages in several ways:

- By displaying a message on the display screen.
- By the LED blinking red.
- By sounding the assigned ringer type.
- By displaying at the top of the display screen.

When you have missed a call or recieve a new message (such as a Voicemail or Text), your phone alerts you and displays a **While you were out** icon (*****).

Retrieving Your Voicemail Messages

You can review your messages directly from your phone or from any other touch-tone phone. To dial from your phone, you can either speed dial your Voicemail or use the menu keys.

To Use One-Touch Message Access

 Press and hold 1 on your phone's keypad. (Your phone will automatically dial your voicemail box.) Follow the system prompts.

To Use the Menu Keys on Your Phone to Access Your Messages

- 1. Touch Messaging.
- 2. Touch Voicemail.
- 3. Touch Call Voicemail to call the Voicemail server.

Clearing the Message Icon

Your phone may temporarily continue to display the message icon after you have checked your voicemail, text messages, missed events, email, etc.

To clear the icon from the display screen:

1. Touch 📩 at the top of the display screen.

 Touch a voicemail, text message, or missed call entry. When the messages have been reviewed, right is no longer displayed.

Voicemail

This menu allows you to change your voice mail number.

To change your voice mail number:

- 1. Touch Messaging.
- 2. Touch Voicemail.
- 3. Touch Voicemail #.
- 4. Touch Other.
- 5. Use the keyboard to enter the new voice mail # .
- 6. Touch Save.

To change your voice mail back to the default voice mail:

- 1. Touch Messaging.
- 2. Touch Voicemail.
- 3. Touch Voicemail #.
- 4. Touch the default number.

Settings

Several options are associated with voicemail and text messaging. The Settings menu allows you to customize the options to fit your preferences.

To access the Settings menu:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Select General, Text Message, Picture Message, or Alert Setup.

General

General settings affect voicemail and text messages.

- Preset Messages: Allows you add or delete preset messages.
- Message Alert: Allows you to configure the default ringer for messages, voicemail, and reminder alerts.
- Auto-Erase: Sets the phone to automatically delete old messages from the mail boxes when they become full. This allows new messages to be added to a full mail box without having to manually delete old messages to free up space first.

- Save in Outbox: Sets the phone to automatically save the message in the Outbox folder, to prompt you before saving the message, or to not save the message.
- Draft Alert: Sets the phone to automatically display an alert when the message is saved to the Draft folder. You can also turn the alert off.

Preset Messages

A preset message can be selected and automatically entered into the current message.

To add a preset message:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Preset Messages.
- 5. Touch 🔳 .
- 6. Touch Add New.
- 7. Enter your message using the keyboard.
- 8. Touch Save when finished to add your message to the list.

To edit a quick message:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Preset Messages.
- 5. Scroll up or down and touch the message that you want to edit.
- Edit the message using the keyboard. Press and hold to erase the message. Enter your new message or edit the existing one and touch Save.

To delete a preset message:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Preset Messages.
- 5. Touch 🔳 .
- 6. Touch Delete.
- 7. Scroll up or down and touch the message that you want to delete.

- 8. Touch Delete Selected.
- 9. Touch Yes to confirm the deletion.

Note: When you send a message using Preset Messages, the last message selected automatically displays as the first choice when sending a new message.

Message Alert

The Message Alert menu allows you to configure the default Message Ringer, Voicemail Ringer, and Reminder settings for your messages.

To set the Message Ringer:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Message Alert.
- 5. Touch Message Ringer.
- 6. Select a ringer from the list.

To set the Volume Ringer:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Message Alert.
- 5. Touch Voicemail Ringer.
- 6. Select a ringer from the list.

To set the Reminder:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Message Alert.
- 5. Touch Reminder.
- 6. Set the required duration to Off, Once, or Every 2 min.

Auto-Erase

This option allows you to automatically delete old messages when the memory becomes full. This prevents new messages from being rejected due to the Inbox being full.

To turn this option On or Off:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Select Auto-Erase.
- 5. Touch Yes or No.

Save in Outbox

Save In Outbox allows you to save a copy of the outgoing text message in the outbox.

To turn the Save in Outbox option On or Off:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Save in Outbox.
- 5. Touch Auto Save, Prompt, or Do not Save.

Draft Alert

Allows you set your phone to display a prompt to save a text message in the Draft folder.

To turn the Draft Alert option On or Off:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Draft Alert.
- 5. Touch On, or Off.

Text Message Settings

Text Message settings only affect text messages.

- Priority: Allows you to configure the default priority level for your text message.
- Callback #: Allows you to change the default callback number for text messages.

To set the Priority level:

1. Touch Messaging.

- 2. Touch Settings.
- 3. Touch Text Message.
- 4. Touch Priority.
- 5. Touch Normal or Urgent.

To change the Callback #:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch Text Message.
- 4. Touch Callback #.
- Touch None, your mobile directory number, or Other for a different phone number.
- 6. For Other, enter the number using the keyboard and touch Save.

Picture Message Settings

Picture Message settings only affect text messages.

- Priority: Allows you to configure the default priority level for your picture message.
- Auto Download: Allows you to toggle the Auto Download option on or off.

To set the Priority level:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch Picture Message.
- 4. Touch Priority.
- 5. Touch High, Normal, or Low.

To change the Auto Download setting:

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch Picture Message.
- 4. Toggle Auto Download to be On or Off.

Alert Setup

This menu allows you to set your phone to automatically connect to the Internet to receive Web Alerts.

- 1. Touch Messaging.
- 2. Touch Settings.
- 3. Touch Alert Setup.
- 4. Touch On or Off.

Contacts Adding a New Contact

Your phone can store up to 600 phone numbers. Each contact entry can store up to a total of seven phone numbers, three email addresses, one URL, one memo, and each entry's name can contain up to 64 characters.

To add a new contact:

- 1. Touch Contacts.
- 2. Touch Contacts again.
- In the upper left corner of the display screen, touch + to create a new Contacts entry. The screen is re-oriented to display in Landscape mode.
- 4. Touch the Enter Name field and enter a name using the keyboard.
- 5. Touch the Add Number field and enter a number using the keyboard.
- Use the navigation keys or touch an empty white area to the left of the newly entered number. The Select Number Type menu opens. Scroll up or down and touch Mobile, Home, Work, Pager, or Others.
- 7. Enter information into any of the other fields using the keyboard.
- Touch Done to save the Contacts entry. Once saved, the new Contacts entry is displayed within the Contacts page.

Tip: ICE - In Case Of Emergency. To make it easier for emergency personnel to identify important contacts, you can list your local emergency contacts under "ICE" in your phone's contact list.

Saving a Phone Number

You can save the phone number from your call history.

To save a phone number from your call history:

- 1. Touch Menu.
- 2. Touch Calls.
- 3. Touch the arrow to the right of the number that you want to save.
- 4. Touch Save.
- 5. Touch New Contact or Existing Contact.

- 6. Touch an option for the number type: Mobile, Home, Work, Pager, or Others. The screen changes to the Landscape orientation.
- 7. Touch the Enter Name field and enter a name for the Contact.
- 8. Enter information into any of the other fields using the keyboard.
- 9. Touch Done to store the name and save the new entry.

Finding Contacts

- 1. Touch Contacts.
- 2. Touch Contacts again.
- Touch the Search field and use the keyboard to type the letters of the Contact's name. The display changes to display all names starting with those letters. Touch the required name to make the call.
- You can also scroll down through your list of contacts and touch the name to make the call.

Editing an Existing Contact

To add a number to an existing entry:

- 1. Touch Contacts.
- 2. Touch Contacts again.
- 3. Touch the entry that you want to edit and touch 📝.
- Scroll up to the Add Number box. Enter the phone number using the keyboard and use the navigation keys or touch an empty white area to the left of the newly entered number.
- 5. The Select Number Type menu opens. Scroll up or down and touch Mobile, Home, Work, Pager, or Others.
- 6. When you are finished, touch Done.

To edit an entry's phone number:

- 1. Touch Contacts.
- 2. Touch Contacts again.
- 3. Touch the entry that you want to edit and touch 💽.
- 4. Select the phone number to be edited.
- Press and hold to erase the entire number or press once to erase the last digit.

- 6. Enter the phone number using the keyboard and then use the navigation keys or touch an empty white area to the left of the newly entered number.
- 7. Select the number type (Mobile, Home, Work, Pager, Fax, or Others).
- 8. Touch Done.

To select a ringer type for an entry:

- 1. Touch Contacts.
- 2. Touch Contacts again.
- 3. Touch the entry that you want to edit and touch 💽.
- 4. Touch the Set Ringer field.
- 5. Scroll up or down and touch the required Ringer.
- 6. Touch Done.

Tools

After you access Tools menu, you will see the following options:

- Self Serve: Allows you to access your service provider's customer service area where you can check your account balance, service plan details, etc.
- Voice Command: Allows you to use voice recognition to perform common functions that are supported by your phone.
- Calculator: Allows you to use your phone's built-in calculator.
- Notes: Allows you to compose and store reminders and notes to help keep you
 organized.
- Calendar: Helps you to organize your time and reminds you of important events.
- Clock: Displays the time in different time zones around the world together with one or more major cities, states, regions, or countries in a time zone.
- Music: Allows you to download and store music on a memory card in your phone.
- Update Phone: Allows you to automatically download and update the software in your phone. Only the internal software is updated. No contact entries or other information saved to your phone will be deleted.
- Voice Memo: Allows you to record brief memos to remind you of important events, phone numbers, or other items.

Self Serve

Launches the web browser and opens your service provider's self service page in which you can access your account balance, etc.

To use self serve:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Self Serve.
- The web browser launches and your service provider's self serve page opens. Follow the onscreen instructions.

Voice Command

For information on Voice Command, see "Voice Command" on page 25.

Calculator

Your phone comes with three built-in calculators.

 Calculator: Your phone comes with a built-in calculator. This application becomes the default until another calculator option is selected. Tip Calculator: The tip calculator calculates the tip on a meal or service and splits the bill between the number of people paying.

• Unit Convertor: Your phone comes with a built-in conversion application.

To use the calculator:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calculator.
- 4. Touch Calculator again.
- 5. Enter a number with onscreen keypad.
- 6. Touch the appropriate icons to select add, subtract, multiply, and divide.
- 7. Enter the next number using the onscreen keypad. Repeat steps 5 and 6 as needed.
- 8. Touch the Equals (=) icon to view the results.

To use the tip calculator:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calculator.
- 4. Touch Tip Calculator.
- Use the onscreen keypad to enter the total bill amount and touch Done. The tip amount is then displayed at the default percentage (default is 15%).
- Touch the Tip Rate field and use the onscreen keypad to enter a new tip percentage value. Touch Done. The correct tip will be calcualted instantly.
- If you're splitting the check, touch the Split field and enter the number of people in your party. Touch Done.
- 8. Touch Reset to delete all values.

To use the unit convertor:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calculator.
- 4. Touch Unit Convertor.

- Select a type of unit to convert from: Distance, Temperature, Speed, Volume, Weight, and Area.
- 6. Touch the unit fields to select the initial and target units.
- Use the onscreen keypad to enter a value for the initial unit. (The converted value is instantly calculated.)
- 8. Touch Reset to delete all of the numbers.

Notes

Your phone comes with a notepad that you can use to compose and store reminders and notes to help keep you organized.

To compose a note:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Notes.
- 4. In the upper left corner of the display screen, touch + to add a new note.
- 5. Use the keyboard to type your note.
- 6. Touch Save.

To read a saved note:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Notes.
- 4. Touch a note in the list.

To delete saved notes:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Notes.
- Touch an hold a note in the list until it detaches from the page, drag the selected note to and release it by lifting your finger off the display screen.
- 5. You can also touch in , touch the note you want to delete, touch Delete Selected and touch Delete.

To send a saved note:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Notes.
- 4. Touch the note that you want to send.
- 5. Edit the note if needed.
- 6. Touch Send. For more information on sending messages, see 'Messaging' on page 34.

Calendar

Your Calendar helps you organize your time and reminds you of important events.

Event Alert Menu

When your phone is turned on and you have an event alarm scheduled, your phone alerts you and displays the event summary. By default, the alarm will sound 10 minutes before the event, and then again on the event. Your phone alerts you to scheduled events by playing the assigned ringer type or illuminating the backlight.

To silence the alarm and reset the schedule, touch and drag the **Dismiss** button. You can also silence the alaem by pressing the side volume button.

To view additional options, use the appropriate onscreen slider:

- View: Silences the alarm and displays the details of the current event.
- Dismiss: Silences the alarm and replays it again at the time of the event.
- Snooze: Silences the alarm and schedules it to replay again later.

To add an event to the calendar:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calendar.
- 4. Touch the day to which you want to add an event by either:
 - Touching a day on the calendar.
 - Use the standard and navigation arrows to view a different month and then touch the required day.
- 5. Touch 🛨 to open the New Event window.
- Switch to Landscape mode and use the keyboard to enter the event description. See 'Using the Keyboard' on page 21.

- Select a start and end time for the event by touching the corresponding Start and End fields.
- 8. Assign an hour and minute by either:
 - Scrolling through both reels (Hours and Minutes) by sliding your finger up and down on the display screen.
 - Touching the arrows above/below each field.

Tip: Touching and holding down the arrows (up or down) increases the speed at which the numbers scroll through each reel.

- Touch either am or pm.
- When you have finished setting the times, touch **Done**.

Note: If you need to adjust the end date for an event, touch the Date field and select a new end date by touching a day in the onscreen calendar.

- Select an alert time for the event by touching the Alert field and touching one of the following options: On Time, 5 minutes before, 10 minutes before, 15 minutes before, 30 minutes before, 1 hour before, 3 hours before, 5 hours before, 1 day before.
- 10. Select a ringer type for the alarm by touching Set Ringer and then selecting a ringer.
 - Touch **L** to play a sound sample for a selected ringer.
 - If a ringer has been previously selected, scroll through the list of available ringers and touch a ringer name to assign it.
- Select a reminder status for the event by touching the Reminder field and then touching one of the following options: Off, Every 2 minutes, and Every 15 minutes.
- 12. Touch Save to save the new event.

Note: If the end time and date fall before the start time and date, an onscreen warning message is displayed and you can edit the values onscreen.

To view an event in the calendar:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calendar.
- Touch the day for which you want to view events by touching it. (If you have events scheduled for the selected day, they will be listed in chronological order.)

Tip: In the calendar view, days with events scheduled are underlined in blue.

 To display an event's details, touch the event entry from the selected day's listing.

To delete an event from the calendar:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calendar.
- 4. Touch the day from which you want to erase the event.
- 5. Touch an event to display its details page.
- 6. Touch and touch Delete to erase the event.

To delete all or multiple scheduled events:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Calendar.
- 4. Touch the day from which you want to erase the event.
- 5. Touch 🔳 .
- 6. Touch the events that you want to delete to select them.
- 7. Touch Delete selected and then touch Delete to erase the selected events.

Clock

Your phone comes with a clock that allows you use it as an alarm clock, timer, and stopwatch, and to display the time in different world locations.

Alarm Clock

Your phone comes with a built-in alarm clock that has multiple alarm capabilities.

To use the alarm clock:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch Alarm.
- 5. Touch 🛨 to create a new alarm.
- 6. Touch the alarm activation button to turn the alarm On or Off.
- 7. Select a time for the alarm by touching the time field.
 - Assign an hour and minute by either scrolling through both reels (Hours and Minutes) or by touching the up and down arrows above/below each field.

Tip: Touching and holding down the arrows (up or down) increases the speed at which the numbers scroll through each reel.

- Touch either am or pm.
- When you have finished setting the times, touch **Done**.
- 8. Select a reminder status for the event by touching Repeat and selecting an option: Once, Mon to Fri, Sat & Sun, Daily, or Set days.
- 9. Select a ringer type for the alarm by touching the RInger field and selecting a ringer type.
 - Touch **D** to play a sound sample for a selected ringer.
 - If a ringer has been previously selected, scroll through a list of available ringer sounds and touch a ringer name to assign it.
- Select a snooze status for the alarm by touching the Snooze field and selecting an option: 5 minutes, 10 minutes, 15 minutes, or 20 minutes.
- 11. Touch Save to save the new alar,

Note: Any stored alarms will appear on the Alarm page in the order in which they were created.

To turn off an alarm (when sounding):

- 1. With the alarm sounding an alert, touch either:
 - Stop Alarm: Permanently deactivates the alarm notification.
 - Snooze: Temporarily deactivates the alarm for a few minutes until the new notification.

To delete alarm events:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch Alarm.
- 5. Touch 🔲 to open the Delete menu.
- 6. Touch I to select all alarms in the list. Selected events are highlighted in blue.
- 7. Touch Delete Selected.
- 8. Touch Delete to delete the selected alarms.

Timer

Use the timer to count down to an event based on a preset time length (hours, minutes, and seconds).

To use the timer:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch Timer.
- Select the countdown time length for the alert by setting the Hours, Minutes, and Seconds values.
 - Assign the time by scrolling through the reesl or touching the up or down arrows above/below each field.

Tip: Touching and holding down the arrows (up or down) increases the speed at which the numbers scroll through each reel.

- 6. Touch Start to start the countdown.
- 7. Touch Stop to stop the countdown and touch Restart to start it again.
- 8. Touch Reset to set the timer back to 00.
- 9. Press 😑 to return to the previous screen.

Stopwatch

To use the stopwatch:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch Stopwatch.
- 5. Touch Start to turn on the timer.
- Touch Lap to place a marker in the list. This helps you to keep track of specific time segments.
- 7. Touch Stop to stop the stopwatch.
- Touch Restart to continue the stopwatch from its last paused time marker or touch Reset to stop the process and set the counter back to zero.
- 9. Press 😑 to return to the previous screen.

World Clock

To add a world clock entry:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch World Clock.
- 5. Touch + to begin using the world map.
- 6. Touch Canada or Other Countries. An alphabetical list of the available cities available in that category is displayed.
 - Touch Canada to display all available major cities within Canada.

 Touch Other Countries to display countries and in some cases, cities and their corresponding countries.

Note: Dark clocks indicate that the selected time zone is currently in its evening (nightime) hour.

- 7. Touch a city in the list.
- 8. Repeat the process to add other cities.

To delete a world clock entry:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- 4. Touch World Clock.
- 5. Touch 🗰 to open the Delete menu.
- Touch the location(s) you want to delete. Selected entries are highlighted in blue.
- 7. Touch Delete Selected.
- 8. Touch Delete to delete the selected entries.

To assign daylight saving time:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Clock.
- Touch World Clock. Stored locations indicate the Daylight Saving Time icon at the bottom-right of each onscreen clock.
 - 🔅 indicates that Daylight Saving Time is on.
 - indicates the Daylight Saving Time is off.
- Touch a location containing 2 to turn Daylight Saving Time off or touch a location containing 2 to turn Daylight Saving Time on.

Music

You can download and store music to your phone. Music requires that a microSD[™] card be installed in the phone.

To access the music player:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Music.
- Navigate through the library option and select a song to launch the music player.
- Use the onscreen control buttons to play, pause, forward to the next song in your playlist or return to the previous song.

Update Phone

Update Phone allows you to automatically download and update the software on your phone. Only the internal software is updated. No Contacts entries or other information saved on your phone will be deleted.

To access the Update Phone setting:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Update Phone.
- 4. Touch Update Firmware.
- 5. Follow the on-screen instructions to update your phone.

Voice Memo

A total of 10 minutes in 10 separate memos can be recorded and saved. Individual memos can record up to 60 seconds of audio.

To record a voice memo:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Memo.
- 4. Touch Record. (The phone prompts you to start recording after the beep.)
- 5. Wait for the beep and then start speaking.

- Touch Pause to pause the recording of the memo. (When a memo is paused, touch Resume to start recording again.)
- 6. Touch Finish to stop the recording and save it to the phone.

To play a voice memo:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Memo.
- 4. Touch Review. (The phone displays a list of saved voice memos.)
- 5. Touch a memo to play it.
 - Touch Pause to pause the recording of the memo. (When a memo is paused, touch Resume to start recording again.)

To erase a voice memo:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Memo.
- 4. Touch Review. (The phone displays a list of saved voice memos.)
- 5. Touch 🗰 to open the Delete menu.
- 6. Touch the voice memo(s) that you want to delete. Selected entries are highlighted in blue.
- 7. Touch Delete Selected.
- 8. Touch Delete to delete the selected voice memos.

To erase all voice memos:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Memo.
- 4. Touch Erase All.
- 5. Touch Delete to delete all of the voice memos in the list.

To edit a voice memo caption:

- 1. Touch Menu.
- 2. Touch Tools.

- 3. Touch Voice Memo.
- 4. Touch Review. (The phone displays a list of saved voicememos.)
- 5. Touch | > | beside the voice memo you want to edit.
- 6. Touch Edit Caption.
- The phone switches to Landscape mode. Use the keyboard to edit the caption.
- 8. Touch Save to save the caption.

To view voice memo information:

- 1. Touch Menu.
- 2. Touch Tools.
- 3. Touch Voice Memo.
- 4. Touch Review. (The phone displays a list of saved voicememos.)
- 5. Touch > beside the voice memo you want to edit.
- 6. Touch Info.
- 7. View the voice memo's information (Title, Recorded Date, and Length).
- 8. Press 😑 to return to the previous screen.

Calls

Your phone displays your call history, which includes incoming, outgoing, and missed calls. Recent Calls makes redialing a number fast and easy. The list of your call history is continually updated as new numbers are added to the beginning of the list and the oldest entries are removed from the bottom of the list.

When you place, accept, or miss a call, a record of the call is saved in the Recent Calls list. When you view the numbers in this list, the phone icon to the left of the number indicates the call type:

- Received: Indicates any received calls that were answered.
- Missed: Indicates any missed calls.
- Dialed: Indicates all outgoing calls made from your phone.

Each entry contains a phone number (if available) and Contacts entry name (if the phone number is in your Contacts). Duplicate calls (same number and type of call) might only appear once in the list.

To call an entry in the Recent Calls list:

- 1. Touch Menu.
- 2. Touch Calls.
- 3. Touch an entry's phone number to dial it.

Tip: You can also access your list of recent calls by pressing
.

Note: You cannot make calls from within the Recent Calls list that are identified as No Caller ID or Restricted.

Note: Recent Calls only records calls that occur while the phone is turned on. If a call is received while your phone is turned off, it will not be included in the phone's call history. SMS conversation histories are also saved. If you return a call from the voicemail menu, it will not be included in your phone's history.

Recent Calls Options

To display the Recent Calls options:

- 1. Touch Menu.
- 2. Touch Calls.
- 3. Touch \geq to display the entry's options.

Tip: An unknown entry only displays a contact number. A known entry (found in the Contacts list) displays the entry's name and contact number.

- If the entry is not currently part of your Contacts list, touching bisplays
 the following options:
 Output
 Description:
 Descrip
 - Save: To store the entry in your Contacts list.
 - Call: To dial the phone number for the currently selected entry.
 - Message: To send the current history entry a new text message.
- If the entry has previously been entered into your Contacts list, touching displays the Contacts entry page and the following options:
 - Caller's name: Displays if the number is already in your Contacts.
 - Edit Entry (I): To either edit the existing number (if already in your Contacts list) or create a new entry.
 - Send New Text Message (): To send a text message to the current recent call entry.
 - Send Contact: Delivers the current recent call entry information to an available user via a wireless connection. See 'Bluetooth' on page 63.

Bluetooth

Bluetooth is a short-range communications technology that allows you to connect wirelessly to a number of Bluetooth devices, such as headsets, hands-free car kits, and Bluetooth-enabled handhelds, computers, printers, and wireless phones. The Bluetooth communication range is usually up to approximately 10 meters (30 feet).

Note: There are many Bluetooth devices in the market whose compatibility with the SPHm350 cannot be guaranteed.

Enabling Bluetooth

By default, your device's Bluetooth functionality is turned off. Turning Bluetooth on makes your phone "discoverable" to other in-range Bluetooth devices.

To turn Bluetooth on or off:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- Touch the Bluetooth button to toggle it On or Off. (The page refreshes to display new functionality and options.)

Bluetooth Status Indicators

The following icons show your Bluetooth connection status at a glance:

- Bluetooth is active and visible.
- Bluetooth is paired and connected to a device.
- Bluetooth is active, visible and searching for a compatible device.

Visibility

The Visibility setting allows you to manage your availability to other Bluetooth devices.

To configure your phone's visibility (discoverability):

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Visibility.
- 4. Select a Visibility setting:
 - Always visible: Allows other Bluetooth devices to detect and identify your phone.

- Visible for 3min: Allows other devices to detect and identify your phone for three minutes before changing your status to hidden.
- Hidden: Prevents other Bluetooth devices from detecting and identifying your phone.

Trusted Devices

Displays a list of trusted connections between your phone and other Bluetooth devices.

To display the list of trusted devices:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Trusted devices.
- 4. The phone searches for the other devices with which it has a trusted connection and displays them in a list.

Device Info

Displays your phone's Bluetooth profiles and address.

To view the device information for your phone:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Device Info.

Device Name

Your phone's Bluetooth name will appear to other in-range Bluetooth devices, depending on your Visibility settings.

To change your Bluetooth name for your phone:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Device name.
- 4. The phone switches to Landscape mode. Use the keyboard to edit the current name. See "Using the Keyboard" on page 21.

Tip: Give your handset an easily recognized name so other people can select your handset quickly in environments in which multiple Bluetooth devices are visible.

Pairing Bluetooth Devices

Paired Devices

The Bluetooth pairing process allows you to establish trusted connections between your phone and another Bluetooth device. When devices are paired, a passkey is shared between devices, allowing for fast, secure connections while bypassing the discovery and authentication process.

Note: To pair Bluetooth devices with your phone it must be visible to other devices. See "Visibility" on page 63.

To pair your phone with another Bluetooth device:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- Touch Trusted devices. Your phone searches for and then displays a list of discovered, in-range Bluetooth devices.
- 4. Scroll down the list and touch a device name to begin the pairing process.
- 5. If necessary, enter the passkey (PIN) for the external device and touch Pair.
- 6. Once the recipient enters the passkey the pairing will be complete.

Note: Due to different specifications and features of other Bluetooth-compatible devices, display and operations may be different, and functions such as transfer or exchange may not be possible with all Bluetooth-compatible devices.

To disconnect your paired device:

- 1. Touch Menu.
- 2. Touch Bluetooth.
- Touch Trusted devices. Your phone searches for and then displays a list of discovered, in-range Bluetooth devices.
- Touch an entry's name in the Trusted Devices list to begin the disconnection process.

Sending Items Via Bluetooth

You can send data saved on your phone to another bluetooth device.

To send contact information via Bluetooth

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Trusted devices.
- 4. Touch the target Bluetooth device in the list.
- Touch Contacts to begin searching in your available Contacts (Transfer Contacts list).
- Select a Contacts entry from the Transfer contacts page. Selected Contacts are highlighted in blue.
- 7. Touch Send.
- 8. Touch Send again to confirm the transfer.
- 9. The recipient must accept the incoming Contact card. Accepting places a copy of the incoming entry into the recipient's Contacts list.

To send My Info via Bluetooth

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Trusted devices.
- 4. Touch the target Bluetooth device in the list.
- 5. Touch My Info to send your contact information to the recipient.
 - If you have not created a My Info card, use the keypad to enter your personal information in the required fields, such as your name, phone numbers, email addresses, url, etc. Touch Done, touch the target Bluetooth device in the list, and touch My Info.
- The recipient must accept the incoming My Info data. Accepting places a copy of the information on the recipient's phone.

To send pictures via Bluetooth

- 1. Touch Menu.
- 2. Touch Bluetooth.
- 3. Touch Trusted devices.

- 4. Touch the target Bluetooth device in the list.
- 5. Touch My Album to begin searching for an available image.
- Touch a folder and touch a picture to send. You can select multiple pictures, which are then highlighted in blue.
 - To deselect a picture, touch it again so that it is no longer highlighted.
- 7. Touch OK to accept the image selection and begin transferring the image(s).
- 8. The recipient must either accept or decline the incoming image file.

My Downloads

You can download the following types of items to your phone:

- Ringers: Allows you to download and assign ringer types to voice calls.
- Wallpaper: Allows you to download and assign wallpaper to your phone.
- Games: Allows you to download and play games. You can also play pre-installed demo games.
- Applications: Allows you to download and run applications on your phone.

Downloading

To download items to your phone:

- 1. Touch Menu.
- 2. Touch My Downloads.
- 3. Touch Ringers, Wallpaper, Games, or Applications.
- Touch Get New... The browser will launch and take you to the specified download menu.
- Highlight and select the item that you want to download. (For more information on navigating the Web, see "Navigating the Web" on page 31.)
- 6. Follow the web page instructions to complete your purchase.

Note: You can store a limited number of downloaded applications, ringers, wallpapers, games, and themes on your phone, depending on the file sizes. To check the Memory Status, touch Menu, touch Settings, touch General, and then touch Memory status.

Assigning Ringers and Wallpaper

Assigning Downloaded Ringers

You may assign a ringer to more than one type of call.

- 1. Touch Menu.
- 2. Touch My Downloads.
- 3. Touch Ringers.
- 4. Touch a ringer to select it.
- 5. Touch Play.
- 6. Touch Assign To to assign the ringer to a phone function.
- 7. Touch Voice Call, Contact ID, Voicemail, Message, Alarm/Timer/Calendar.

Assigning Downloaded Wallpaper

You can assign a Wallpaper to more than one task.

- 1. Touch Menu.
- 2. Touch My Downloads.
- 3. Touch Wallpaper.
- 4. Touch an image from the list.
- 5. Touch Assign.
- 6. Touch Background.

Note: Wallpaper for Contacts and Incoming/Outgoing Calls can also be set.

Playing Games

- 1. Touch Menu.
- 2. Touch My Downloads.
- 3. Touch Games.
- 4. Touch the game you want to play.
- Follow the on-screen instructions to play the game. When you are finished, touch Exit (or Quit).

Launching Applications

- 1. Touch Menu.
- 2. Touch My Downloads.
- 3. Touch Applications.
- 4. Touch the application you want to launch.
- Follow the on-screen instructions to launch the application. When you are finished, select Exit (or Quit).

Note: Your phone comes equipped with preloaded tools such as Backup Manager. To activate these services, please contact your service provider.

Camera

You can take pictures with your phone's built-in camera.

Taking Pictures

To take a picture:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch Camera again.

Tip: To activate Camera mode, you can also press and hold the side camera button (see "Portrait Mode Phone Features" on page 1).

- Using the phone's display screen as a viewfinder, aim the camera lens at your subject.
- Press and until the shutter sounds. (Make sure the camera is steady.) The picture is automatically saved in the current default storage location (by default, this is In phone).

Note: Pictures can be stored in either the phone's internal memory or on a microSD[™] card (sold separately). Your phone's internal memory contains 100 MB of storage capacity and the phone can support microSD[™] cards of up to 32 GB.



6. Take a few minutes to get familiarized with the layout of the Camera screen.

My Album

Pictures are stored on the phone and accessed through My Album.

Using My Album

To use My Album:

1. When the picture has been taken, touch to open the display screen, displaying the current picture.

• You can also touch Menu, touch Camera, and touch My Album.

- 2. Touch a CAMERA folder on either the phone or microSD[™] card.
- 3. Select a picture file.



To use the My Album options:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch My Album.
- 4. Touch a CAMERA location (phone or microSD[™] card).
- 5. Touch one of the options:
 - Slideshow (()): Display a slideshow sequence of the pictures in the current folder.
 - Send (IM): Send the picture via Messaging or Bluetooth.
 - Delete (): Delete the active file.

To use the Picture options:

- 1. Touch Menu.
- 71 Camera

- 2. Touch Camera.
- 3. Touch My Album.
- 4. Touch a CAMERA location (phone or microSD[™] card).
- 5. Touch an picture and select one of the following options:
 - Delete (): Delete the active file.
 - Bluetooth (): Send the picture via Bluetooth.
 - Slideshow (): Display a slideshow sequence of the pictures in the current folder.
 - Zoom (): Increase/decrease the magnification of the currently active file.
 - Send (): Send the picture via Messaging or Bluetooth.
 - Information (): Display information about the current picture, such as File Name, Date, File Size, and Resolution.
 - Assign (): Assign the active picture to either a Picture ID picture or as a Background.

Assigning Pictures

To assign a picture to a Contacts entry:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch My Album.
- 4. Touch a CAMERA location (phone or microSD[™] card).
- 5. Touch the picture that you want to use with the Contacts entry.
- 6. Touch and touch Picture ID.
 - This option allows the selected picture to be displayed when an incoming call is from the selected Contacts entry.
- Prepare the selected image for use (by adjusting, cropping, and zooming), and then touch OK.
- 8. Touch an entry in the Contacts page to complete the picture assignment.

To assign a picture to the background display:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch My Album.

- 4. Touch a CAMERA location (phone or microSD[™] card).
- 5. Touch the picture that you want to use as the background.
- 6. Touch **E** and touch **Background**.
 - This option allows the selected picture to be displayed as the background image.
- 7. Prepare the selected image for use (only resize and rotate are available), and then touch OK.

Storing Pictures

Even if a microSD[™] card is detected, all pictures are automatically stored in the phone's CAMERA folder. To use the larger storage capacity of an internal microSD[™] card, the storage destination must be set differently.

To set the storage options:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch Camera again.
- 4. Touch 🐼 and touch Storage.
- 5. Touch Phone or Memory Card.

Camera Settings

The settings associated with the full-color digital camera allow you to customize how the camera operates when taking pictures.

To set a camera option:

- 1. Touch Menu.
- 2. Touch Camera.
- 3. Touch Camera again.
- 4. Touch 🐼 and touch one of the following options:
 - Self-Timer: Allows you to configure a timer to be Off, 5 sec or 10 sec.
 - Resolution: Allows you to change the resolution of pictures. Pictures taken at a higher resolution require more memory to save. The available sizes are 1.3M, 0.5M, 0.3M, or 0.1M.
 - Color Tone: Allows you to set the primary color tone of the picture to None, Mono, Negative, Sepia, Green, or Aqua.
 - Metering: Allows you to set the metering to be Center or Spot.

- Night Mode: Allows you to set the camera to take pictures in low light situations. You can set the option to be On or Off.
- Image Quality: Allows you to select between High, Normal, and Economy. These settings reflect the picture quality settings for the pictures.
- White Balance: Allows you to set the white balance to Auto, Sunny, Cloudy, Tungsten, Flourescent, or Manual.
- Show Grid: Allows you to set the pictures to be displayed in a grid. You can set the option to be On or Off.
- Shutter Sound: Allows you to select between different shutter sounds. The shutter sound is heard when you take a picture.
- Storage: Allows you to switch the saved file location between Phone or Memory Card.

Settings

Display

You can choose what you see on the display screen when powering on/off and when using the phone. You can also control the brightness of the display screen and keyboard.

Background

You can set the picture the appears on the display screen when in standby mode and for incoming/outgoing calls.

To change the wallpaper:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Touch Background.
- Touch one of the following options: Take Picture, Preset Images, My Album, or My Downloads.
 - Take Picture: Use the camera take picture. Touch OK to assign the picture to the background.
 - Preset Images: Touch a picture from the display of preset images. A larger picture opens. Touch Assign to assign the picture to the background.
 - My Album: Use a picture from a folder in My Album. Touch the picture and then touch OK to assign it to the background.
 - My Downloads: Use a picture that you have downloaded from the web. Touch the picture and then touch OK to assign it to the background.

Greeting

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Touch Greeting. The phone switches to Landscape mode.
- Use the keyboard to enter the greeting that you want to display when in standby mode.
- 6. Touch Save.

Note: The Greeting menu does not appear when using the Bell phone interface.

Brightness

You can change the brightness of the LCD screen, making it brighter or dimmer.

To change the brightness setting:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Use the Brightness slider to adjust the brightness of the display screen.

Screen Backlight

The backlight setting lets you select how long the display screen is backlit after it has last been touched.

To change the backlight setting:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Touch Dim.
- Touch one of the following options to set the length of time that the display screen remains lit after last being touched: Never Dim, 30 seconds, 15 seconds, 8 seconds, or Always Dim.
 - Never Dim: The backlight does not turn off or become darker.
 - Always Dim: The brightness of the backlight is reduced.

Note: Long backlight settings reduce the battery's talk and standby times.

Keypad Backlight

The keypad light setting lets you select how long the keyboard light is on after any key press is made.

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Touch Keypad Backight.
- Touch one of the following options: Always On, 1 minute, 30 seconds, or 15 seconds.

Language

Language selection changes all menu settings.

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Display.
- 4. Touch Language.
- 5. Touch English or French.

Volume

Adjust your phone's volume settings to suit your needs and your environment.

Ringer Volume

To adjust the volume of the ringer:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Volume.
- In the Ringer Volume area, use the Level slider to adjust the volume level of the ringer.
- 5. Toggle Always Vibrate to be On or Off.

Tip: You can adjust the ringer volume (or the earpiece volume during a call) using the volume buttons on the left side of the phone.

System Volume

To adjust the system volume:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Volume.
- In the System Volume area, use the Level slider to adjust the volume level of the system.
- 5. Toggle Touch Vibrate to be On or Off.
- 7. Toggle Startup/Shutdown to be On or Off.

Silence All

This option allows you to mute all sounds without turning off your phone.

To silence your phone:

 Press and hold the volume button on the left side of the phone down until Silence All is displayed onscreen.

To deactivate Silence All:

 Press and hold the volume button on the left side of the phone up repeatedly to select a new volume level.

Ringers & Vibrations

Ringer types help you to identify incoming calls and messages. You can assign ringer types to individual Contacts entries, types of calls, and types of messages. The phone provides a variety of ringer options that allow you to customize your ringer and volume settings. These options allow you to identify incoming calls, messages, voicemails, alarms, timers, and calendar entries by their rings.

Voice Call

To set the voice call ringer:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Ringers & Vibrations.
- 4. Scroll up and down the list of ringers and touch the one that you want to use.

Voicemail

To set the voicemail ringer:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Ringers & Vibrations.
- 4. Scroll up and down the list of ringers and touch the one that you want to use.

Message

To set the message ringer:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Ringers & Vibrations.
- 4. Scroll up and down the list of ringers and touch the one that you want to use.

Alarm/Timer/Calendar

To set the alarm/timer/calendar ringer:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Ringers & Vibrations.
- 4. Scroll up and down the list of ringers and touch the one that you want to use.

Voice Notification

This feature will call out the phone number instead of using your assigned ringer.

To adjust the voice notification:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Ringers & Vibrations.
- 4. Toggle Voice Notification to be On or Off.

Messaging

You can send and receive many different kinds of text messages with your phone without placing a voice call. See "Messaging" on page 34. Messaging settings make text messaging easier by letting you decide how you want to be notified of new messages.

- Reminder: Sets the number of times that the message reminder is displayed. Touch Off, Once, or Every 2 min.
- Callback #: Sets the default callback number used when sending messages. Touch None, your mobile phone number, or Other (allows you to enter a different number using the keyboard).
- Auto-Erase: Touch Yes to have the phone automatically erase old messages when the folders are full.
- Draft Alert: Toggle On or Off to have the phone display an alert when a message is saved to the Draft folder.

General

Phone Information

To display the phone's information:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.

- 4. Touch Phone Information.
- The phone displays the phone number, MSID number, Firmware Version, and Advanced information.

Memory status

To display the phone's memory status:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Memory status.
- The phone displays the amount of memory that has been used in both the phone and memory card.

Airplane Mode

When your phone is in Airplane Mode, it cannot send or receive any calls or access online information. All incoming calls will be sent directly to your Voicemail box. The Bluetooth interface will be disabled when Airplane Mode is on.

To set your phone to Airplane Mode:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Airplane Mode. (A brief explanation of Airplane Mode will display.)
- 5. Touch OK to toggle Airplane Mode to be On or Off.

Note: While in Airplane Mode, your phone's standby screen will display "Phone Off".

Location

The Location feature allows the network to detect your position. Turning Location off will hide your location from everyone except 911.

Note: Even if the Location feature is enabled, no service may use your location information without your expressed permission.

To enable your phone's Location feature:

1. Touch Menu.

- 2. Touch Settings.
- 3. Touch General.
- Touch Location. (A brief explanation will display. Scroll up or down to read the entire text.)
- 5. Touch OK.

One Hand operation

You can configure the Power Search tab to be on the left or right of the display screen. For example, when the **Right Handed** option is selected, the Power Search tab is located on the right side of the screen and Contacts entries are selected by pressing their field names along the left side of the display screen.

To modify one hand operation:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch One Hand operation.
- 5. Touch Right Handed or Left Handed. This places the Power Search tab along the right or left side of the display screen respectively.

TTY

See "TTY Use With Handset" on page 18 and "Voice Command" on page 25.

Ignore with Text

Sends an incoming call to your voicemail box and automatically sends the caller a text message at the same time. You can select a preset message to be sent or create a custom message.

To use Ignore with Text:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Ignore with Text.
- Touch + to create a custom message. The phone switches to Landscape mode.
 - You can also touch a preset message in the list.
- 6. Use the keyboard to enter the text for the message.
- 81 Settings

7. Touch Save.

Touch Sensitivity

Your phone's touchscreen requires a small amount of pressure to operate. The smaller the size of your contact point on the display screen, the less amount of pressure required. The tip of your finger will work better than the pad of your finger and a fingernail will require even less pressure. Initially, your phone's sensitivity is set to the highest level. When you have discovered your preffered method of operating your touchscreen, you may find that it is too sensitive for some applications. You can adjust how sensitive the phone is to touch actions on the screen.

To adjust the touch sensitivity:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Touch Sensitivity.
- 5. Touch and drag the slider left or right to adjust the sensitivity level.
- 6. Touch Touch here to gauge the response of the new sensitivity level.

Touch Calibration

The Touch Calibration feature allows you to re-align the screen's touch accuracy. Use this feature only when the device does not respond properly when you touch the screen.

To adjust the calibration:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Touch Calibration.
- Touch the center of the target and repeat this step as the target moves around the four corners of the screen.
 - Touch Restore to restore the target to its original calibration.
 - Touch **Retry** to try the calibration again.

Note: When touching the screen in Calibration mode, you must touch the center of the cross hair area.

6. When the calibration is completed, touch Yes to accept the calibration.

7. A New setting has been saved confirmation message is displayed.

Text Entry

The Text Entry menu allows you to customize how text functions on your phone.

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch General.
- 4. Touch Text Entry.
- 5. Touch one of the following options:
 - Predictive Text: If toggled On, the phone analyzes the letters you enter using an intuitive word database and creates a suitable word. (The word might change as you type.) Other word suggestions are listed below the text.
 - Auto Capital: Automatically capitalizes the first word of a sentence.
 - Auto Space: Automatically adds a space after you select a word.
 - Dual Language: Displays word options from both the English and French dictionaries if Predictive Text is toggled On.
 - Personal Dictionary: Allows you to add words to a custom dictionary.
 - Word Choice List: Toggle On to display the list of predicted words.
 - Word Prediction: Toggle On to only display possible word candidates after a preset number of characters have been entered.
 - Use My Words: Allows you to use a custom database of words.
 - Help: Provides additional information on using Predictive Text (or T9) entry.

Web Browser

You can quickly clear the background information that is gathered when you use the web browser.

To clear the web browser:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Web Browser.
- 4. Touch one of the following options: Clear Cache, Clear Cookies, or Clear History.
- 5. Touch Clear to confirm the action.

Speech to Action

Allows you to configure the verbal Confirmation, activate the training mode (Adaptation), configure the Expert and Prompt modes, or get information about the Speech to Action software that is used with the Voice Command functionality.

Confirmation

Your phone can be configured to take a specific action prior to initiating any voice command parameter.

To change the confirmation:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Confirmation.
- 5. Touch one of the following options:
 - Automatic: Always provides you with options if there was an issue registering the command, confirm any commands, and then announce any actions.
 - Always Confirm: Always confirms any command actions before they are done, even if it was properly registered.
 - Never Confirm: Never confirms any command operations. The phone will always act on what it registers as the current command, even if it is incorrect and without notifying you.

Adaptation

Allows you to adapt the voice command system to properly recognize your voice.

To adapt the system to your voice:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Adaptation.
- 5. Touch Adapt Voice.
- 6. Touch Start.
- Hold the phone so that the microphone is approximately six inches away from your mouth and you can clearly read the onscreen number sequences.

- Repeat either the numbers or words shown onscreen using a normal tone of voice.
 - If the phone cannot recognize your words, it will continue to display the same information onscreen.
- 9. Repeat the previous step for the remaining sets of numbers or words.
- When you have finished with a ful session, Adapting appears on the display screen.
- 11. Touch OK to save.

Note: It is recommended that you perform the complete Adapt Voice session at least once to achive the maximum benefit of this feature. If a partial adaptation is performed, you can always return later and resume the process from the halfway point.

Audio Modes

You can customize whether the Voice Command feature displays a list of the top Voice Command options or automatically dials the first number without displaying a list of options.

To change the audio mode:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Speech to Action.
- 4. Touch Audio Modes.
- 5. Select one of the following options:
 - Expert Mode: Displays both a selectable list of matching entries. If the first entry is not correct, the phone will continue to read out each available option until it detects either a confirmation (Yes) or rejection (No).
 - Prompt Mode: Displays a selectable list of available dialing options and only reads out the entry name. You are required to touch an onscreen option to activate a command.

About

Displays information about the software manufacturer and version.

Lock

When your phone is locked, your screen turns off and neither the display screen or keyboard will accept input. Regaining access requires entering a lock code.

To lock your phone:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Lock.
- 4. Use the onscreen keypad to enter a new Lock Code and touch Done.
- Use the onscreen keypad to re-enter the new Lock Code and touch Done again.
- 6. Touch the Lock Off button.
- Read the onscreen information and touch OK to activate the Lock feature (the button is toggled to On).

Tip: If you can't recall your lock code, try using the last four digits of your Mobile Directory Number or try 0000. If none of these work, call Customer Service at 1-800-Samsung.

Reset

You can reset your phone to its factory defaults, including the ringer types and display settings.

Reset Settings

Resetting the phone settings only restores all of the factory defaults, including the ringer types and display settings. Onboard data, such as Contacts, History, Scheduler, and Messaging are not affected.

To reset your phone's settings:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Reset.
- 4. Touch Reset Settings.
- 5. Read the disclaimer, write down the lock code, and touch Proceed.
- 6. Enter the lock code provided in the disclaimer using the onscreen keypad.
- 7. Touch Done to reset the phone's settings.

Delete Contents

You can quickly erase selected content that you have created or stored in your phone.

To delete your phone's contents:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Reset.
- 4. Touch Delete Contents.
- 5. Touch one of the following options:
 - Delete Contacts: Deletes all Contacts entries.
 - Delete Downloads: Deletes all downloaded content, such as games, ringers, and images.
 - Delete Messages: Deletes all recieved text and picture messages.
 - Delete Calender: Deletes all calendar events.
 - Delete Speed Dial: Deletes all speed dial entries.
- 6. Touch a category entry and then touch Delete to confirm the deletion.
- The onscreen keypad displays. Write down the lock code that is displayed at the top of the screen.
- Enter the lock code that is displayed at the top of the screen using the onscreen keypad and touch Done.

Reset Phone

Resetting the phone restores all of the factory defaults, including the ringer types and display settings and deletes all content stored on the phone.

To reset your phone:

- 1. Touch Menu.
- 2. Touch Settings.
- 3. Touch Reset.
- 4. Touch Reset Phone.
- 5. Read the disclaimer, write down the lock code, and touch Proceed.
- 6. Enter the lock code provided in the disclaimer using the onscreen keypad.
- 7. Touch Done to reset the phone's to its factory default state.

Roaming

See "Roaming" on page 23.

87 Settings

Safety Getting the Most Out of Your Reception

Keeping Tabs on Signal Strength

The quality of each call you make or receive depends on the signal strength in your area. Your phone informs you of the current signal strength by displaying a number of bars next to the signal strength icon. The more bars displayed, the stronger the signal. If you're inside a building, being near a window may give you better reception.

Understanding the Power Save Feature

If your phone is unable to find a signal after 15 minutes of searching, a Power Save feature is automatically activated. If your phone is active, it periodically rechecks service availability or you can check it yourself by pressing any key. Anytime the Power Save feature is activated, a message displays on the screen. When a signal is found, your phone returns to standby mode.

Understanding How Your Phone Operates

Your phone is basically a radio transmitter and receiver. When it's turned on, it receives and transmits radio frequency (RF) signals. When you use your phone, the system handling your call controls the power level. This power can range from 0.006 watts to 0.2 watts in digital mode.

Knowing Radio Frequency Safety

The design of your phone complies with updated NCRP standards described below. In 1991-92, the Institute of Electrical and Electronics Engineers (IEEE) and the American National Standards Institute (ANSI) joined in updating ANSI's 1982 standard for safety levels with respect to human exposure to RF signals. More than 120 scientists, engineers and physicians from universities, government health agencies and industries developed this updated standard after reviewing the available body of research. In 1993, the Federal Communications Commission (FCC) adopted this updated standard in a regulation. In August 1996, the FCC adopted hybrid standard consisting of the existing ANSI/IEEE standard and the guidelines published by the National Council of Radiation Protection and Measurements (NCRP).

Maintaining Your Phone's Peak Performance

There are several simple guidelines for operating your phone properly and maintaining safe, satisfactory service.

- Speak directly into the mouthpiece.
- Avoid exposing your phone and accessories to rain or liquid spills. If your phone
 does get wet, immediately turn the power off and remove the battery. If it's
 inoperable, return it to a dealer store or call Customer Support for service.

Note: For the best care of your phone, only authorized personnel should service your phone and accessories. Faulty service may void the warranty.

Maintaining Safe Use of and Access to Your Phone

Failure to follow the instructions outlined may lead to serious personal injury and possible property damage.

Using Your Phone While Driving

Talking on your phone while driving (or operating the phone without a hands-free device) is prohibited in some jurisdictions. Laws vary as to specific restrictions. Remember that safety always comes first.

When using your phone in the car:

- Get to know your phone and its features, such as speed dial and re-dial.
- When available, use a hands-free device.
- Position your phone within easy reach.
- Let the person you are speaking to know you are driving; if necessary, suspend the call in heavy traffic or hazardous weather conditions.
- Do not take notes or look up phone numbers while driving.
- Dial sensibly and assess the traffic; if possible, place calls when stationary or before pulling into traffic.
- Do not engage in stressful or emotional conversations that may divert your attention from the road.
- Dial 911 to report serious emergencies. It's free from your wireless phone.
- Use your phone to help others in emergencies.
- Call roadside assistance or a special non-emergency wireless number when necessary.

Following Safety Guidelines

To operate your phone safely and efficiently, always follow any special regulations in a given area. Turn your phone off in areas where use is forbidden or when it may cause interference or danger.

Using Your Phone Near Other Electronic Devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, RF signals from wireless phones may affect inadequately shielded electronic equipment. RF signals may affect improperly installed or inadequately shielded electronic operating systems and/or entertainment systems in motor vehicles. Check with the manufacturer or their representative to determine if these systems are adequately shielded from external RF signals. Also check with the manufacturer regarding any equipment that has been added to your vehicle.

Consult the manufacturer of any personal medical devices, such as pacemakers and hearing aids, to determine if they are adequately shielded from external RF signals.

Note: Always turn off the phone in health care facilities and request permission before using the phone near medical equipment.

Turning Off Your Phone Before Flying

Turn off your phone before boarding any aircraft. To prevent possible interference with aircraft systems, the U.S. Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground. To prevent any risk of interference, FCC regulations prohibit using your phone while the plane is in the air.

Turning Off Your Phone in Dangerous Areas

To avoid interfering with blasting operations, turn off your phone when in a blasting area or in other areas with signs indicating that two-way radios should be turned off. Construction crews often use remote-control RF devices to set off explosives.

Turn off your phone when you are in an area with a potentially explosive atmosphere. Although it is rare, your phone or its accessories could generate sparks. Sparks could cause an explosion or a fire resulting in bodily injury or even death. These areas are often, but not always, clearly marked. These areas include:

- Fueling areas such as gas stations.
- Below deck on boats.
- Fuel or chemical transfer or storage facilities.
- Areas where the air contains chemicals or particles such as grain, dust or metal powders.
- Any other area where you would normally be advised to turn off your vehicle's engine.

Note: Never transport or store flammable gas, liquid or explosives in the compartment of your vehicle that contains your phone or accessories.

Restricting Children's Access to your Phone

Your phone is not a toy. Children should not be allowed to play with it because they could hurt themselves and others, damage the phone, dial 911 by mistake or make calls that increase your phone bill.

Warning Regarding Display

The display on your handset is made of glass or acrylic and could break if your handset is dropped or if it receives significant impact. Do not use if screen is broken or cracked as this could cause injury to you.

Caring for the Battery

Protecting Your Battery

The guidelines listed below help you get the most out of your battery's performance.

- Use only Samsung approved batteries and desktop chargers. These chargers are designed to maximize battery life. Using other batteries or chargers voids your warranty and may cause damage.
- In order to avoid damage, charge the battery only in temperatures that range from 32° F to 113° F (0° C to 45° C).
- Don't use the battery charger in direct sunlight or in high humidity areas, such as the bathroom.
- Never dispose of the battery by incineration.
- Keep the metal contacts on top of the battery clean.
- Don't attempt to disassemble or short-circuit the battery.
- The battery may need recharging if it has not been used for a long period of time.
- It's best to replace the battery when it no longer provides acceptable performance. When used correctly, the battery can be recharged hundreds of times before it needs replacing.
- Don't store the battery in high temperature areas for long periods of time. It's best to follow these storage rules:
 - Less than one month: -4° F to 140° F (-20° C to 60° C)
 - More than one month: -4° F to 113° F (-20° C to 45° C)

Disposal of Lithium Ion (Lilon) Batteries

For safe disposal options of your Lilon batteries, contact your nearest service center.

Special Note: Be sure to dispose of your battery properly. In some areas, the disposal of batteries in household or business trash may be prohibited.

Note: For safety, do not handle a damaged or leaking Lilon battery.

Acknowledging Special Precautions and Industry Canada Notice Cautions

Any changes or modifications to your phone not expressly approved in this document could void your warranty for this equipment, and void your authority to operate this equipment. Only use approved batteries, antennas and chargers. The use of any unauthorized accessories may be dangerous and void the phone warranty if said accessories cause damage or a defect to the phone.

Although your phone is quite sturdy, it is a complex piece of equipment and can be broken. Avoid dropping, hitting, bending or sitting on it.

Information to User

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation; if this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient/relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

Specific Absorption Rates (SAR) for Wireless Phones

The SAR is a value that corresponds to the relative amount of RF energy absorbed in the head of a user of a wireless handset.

The SAR value of a phone is the result of an extensive testing, measuring and calculation process. It does not represent how much RF the phone emits. All phone models are

tested at their highest value in strict laboratory settings. But when in operation, the SAR of a phone can be substantially less than the level reported to the FCC. This is because of a variety of factors including its proximity to a base station antenna, phone design and other factors. What is important to remember is that each phone meets strict federal guidelines. Variations in SARs do not represent a variation in safety.

All phones must meet the federal standard, which incorporates a substantial margin of safety. As stated above, variations in SAR values between different model phones do not mean variations in safety. SAR values at or below the federal standard of 1.6 W/kg are considered safe for use by the public.

The highest reported SAR values of the SPH-m350 are:

CDMA mode (Part 22) - Head: 0.68W/kg; Body-worn: 1.15W/kg

PCS mode (Part 24) - Head: 1.08W/kg; Body-worn: 1.31W/kg

Owner's Record

The model number, regulatory number and serial number are located on a nameplate inside the battery compartment. Record the serial number in the space provided below. This will be helpful if you need to contact us about your phone in the future.

Model: SPH-m350 Serial No.:

User Guide Proprietary Notice

CDMA Technology is licensed by QUALCOMM Incorporated under one or more of the following patents:

4,901,307	5,109,390	5,267,262	5,416,797
5,506,865	5,544,196	5,657,420	5,101,501
5,267,261	5,414,796	5,504,773	5,535,239
5,600,754	5,778,338	5,228,054	5,337,338
5,710,784	5,056,109	5,568,483	5,659,569
5,490,165	5,511,073		

T9 Text Input is licensed by Tegic Communications and is covered by U.S. Pat. 5,818,437, U.S. Pat. 5,953,541, U.S. Pat. 6,011,554 and other patents pending.

Manufacturer's Warranty

STANDARD LIMITED WARRANTY

What is Covered and For How Long? SAMSUNG Electronics Canada Inc. ("SAMSUNG") warrants to the original purchaser ("Purchaser") that SAMSUNG's phones and accessories ("Products") are free from defects in material and workmanship under normal use and service for the period commencing upon the date of purchase and continuing for the following specified period of time after that date:

Phone	1 Year
Batteries	1 Year
Leather Case/Pouch/Holster	90 Days
Game Pad	90 Days
Other Phone Accessories	1 Year

What is Not Covered? This Limited Warranty is conditioned upon proper use of Product by Purchaser. This Limited Warranty does not cover: (a) defects or damage resulting from accident, misuse, abuse, neglect, unusual physical, electrical or electromechanical stress, or modification of any part of Product, including antenna, or cosmetic damage; (b) equipment that has the serial number removed or made illegible; (c) any plastic surfaces or other externally exposed parts that are scratched or damaged due to normal use; (d) malfunctions resulting from the use of Product in conjunction with accessories, products, or ancillary/ peripheral equipment not furnished or approved by SAMSUNG; (e) defects or damage from improper testing, operation, maintenance, installation, or adjustment; (f) installation, maintenance, and service of Product; or (g) Product used or purchased outside Canada. This Limited Warranty covers batteries only if battery capacity falls below 80% of rated capacity or the battery leaks, and this Limited Warranty does not cover any battery if: (i) the battery has been charged by a battery charger not specified or approved by SAMSUNG for charging the battery; (ii) any of the seals on the battery are broken or show evidence of tampering; or (iii) the battery has been used in equipment other than the SAMSUNG phone for which it is specified.

<u>What are SAMSUNG's Obligations?</u> During the applicable warranty period, SAMSUNG will repair or replace, at SAMSUNG's sole option, without charge to Purchaser, any defective component part of Product. To obtain service under this Limited Warranty, Purchaser must return Product to an authorized phone service facility in an adequate container for shipping, accompanied by Purchaser's sales receipt or comparable substitute proof of sale showing the date of purchase, the serial number of Product and the sellers' name and address. To obtain assistance on where to deliver the Product, call Samsung Customer Care at 1-800-Samsung. Upon receipt, SAMSUNG will promptly repair or replace the defective Product. SAMSUNG may, at SAMSUNG's sole option, use rebuilt, reconditioned, or new parts or components when repairing any Product or replace Product with a rebuilt, reconditioned or new Product. Repaired/replaced leather cases, pouches and holsters will be warranted for a period of ninety (90) days. All other repaired/replaced leather cases, and botsers will be warranted for a period of ninety (90) days. All other repaired/replaced heather cases, Product or for 90 days, whichever is longer. All replaced parts, components, boards and equipment shall become the property of SAMSUNG If SAMSUNG determines that any Product is not covered by this Limited Warranty, Purchaser must pay all parts, shipping, and labor charges for the repair or return of such Product.

What Are the Limits On SAMSUNG'S Liability? EXCEPT AS SET FORTH IN THE EXPRESS WARRANTY CONTAINED HEREIN, PURCHASER TAKES THE PRODUCT "AS IS," AND SAMSUNG MAKES NO WARRANTY OR REPRESENTATION AND THERE ARE NO CONDITIONS, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, OF ANY KIND WHATSOEVER WITH RESPECT TO THE PRODUCT, INCLUDING BUT NOT LIMITED TO:

- THE MERCHANTABILITY OF THE PRODUCT OR ITS FITNESS FOR ANY PARTICULAR PURPOSE OR USE;
- WARRANTIES OF TITLE OR NON-INFRINGEMENT;
- DESIGN, CONDITION, QUALITY, OR PERFORMANCE OF THE PRODUCT;
- THE WORKMANSHIP OF THE PRODUCT OR THE COMPONENTS CONTAINED THEREIN; OR
- COMPLIANCE OF THE PRODUCT WITH THE REQUIREMENTS OF ANY LAW, RULE, SPECIFICATION OR CONTRACT PERTAINING THERETO.

NOTHING CONTAINED IN THE INSTRUCTION MANUAL SHALL BE CONSTRUED TO CREATE AN EXPRESS WARRANTY OF ANY KIND WHATSOEVER WITH RESPECT TO THE PRODUCT. ALL IMPLIED WARRANTIES AND CONDITIONS THAT MAY ARISE BY OPERATION OF LAW, INCLUDING IF APPLICABLE THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO THE SAME DURATION OF TIME AS THE EXPRESS WRITTEN WARRANTY STATED HEREIN, SOME JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN ADDITION, SAMSUNG SHALL NOT BE LIABLE FOR ANY DAMAGES OF ANY KIND RESULTING FROM THE PURCHASE, USE, OR MISUSE OF, OR INABILITY TO USE THE PRODUCT OR ARISING DIRECTLY OR INDIRECTLY FROM THE USE OR LOSS OF USE OF THE PRODUCT OR FROM THE BREACH OF THE EXPRESS WARRANTY. INCLUDING INCIDENTAL, SPECIAL, CONSEQUENTIAL OR SIMILAR DAMAGES, OR LOSS OF ANTICIPATED PROFITS OR BENEFITS, OR FOR DAMAGES ARISING FROM ANY TORT (INCLUDING NEGLIGENCE OR GROSS NEGLIGENCE) OR FAULT COMMITTED BY SAMSUNG ITS AGENTS OR EMPLOYEES, OR FOR ANY BREACH OF CONTRACT OR FOR ANY CLAIM BROUGHT AGAINST PURCHASER BY ANY OTHER PARTY, SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH VARY FROM PROVINCE TO PROVINCE. THIS LIMITED WARRANTY SHALL NOT EXTEND TO ANYONE OTHER THAN THE ORIGINAL PURCHASER OF THIS PRODUCT AND SHALL BE PURCHASER'S EXCLUSIVE REMEDY. IF ANY PORTION OF THIS LIMITED WARRANTY IS HELD ILLEGAL OR UNENFORCEABLE BY REASON OF ANY LAW, SUCH PARTIAL ILLEGALITY OR UNENFORCEABLLITY SHALL NOT AFFECT THE ENFORCEABILITY FOR THE REMAINDER OF THIS LIMITED WARRANTY WHICH PURCHASER ACKNOWLEDGES IS AND WILL ALWAYS BE CONSTRUED TO BE LIMITED BY ITS TERMS OR AS LIMITED AS THE LAW PERMITS.

THE PARTIES UNDERSTAND THAT THE PURCHASER MAY USE THIRD-PARTY SOFTWARE OR EQUIPMENT IN CONUNCTION WITH THE PRODUCT. SAMSUNG MAKES NO WARRANTIES OR REPRESENTATIONS AND THERE ARE NO CONDITIONS, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, AS TO THE QUALITY, CAPABILITIES, OPERATIONS, PERFORMANCE OR SUITABILITY OF ANY THIRD-PARTY SOFTWARE OR EQUIPMENT, WHETHER SUCH THIRD-PARTY SOFTWARE OR EQUIPMENT IS INCLUDED WITH THE PRODUCT DISTRIBUTED BY SAMSUNG OR OTHERWISE, INCLUDED WITH THE PRODUCT DISTRIBUTED BY SAMSUNG OR OTHERWISE, INCLUDING THE ABILITY TO INTEGRATE ANY SUCH SOFTWARE OR EQUIPMENT WITH THE PRODUCT. THE QUALITY, CAPABILITIES, OPERATIONS, PERFORMANCE AND SUITABILITY OF ANY SUCH THIRD-PARTY SOFTWARE OR EQUIPMENT LIE SOLELY WITH THE PURCHASER AND THE DIRECT VENDOR, OWNER OR SUPPLIER OF SUCH THIRD-PARTY SOFTWARE OR EQUIPMENT, AS THE CASE MAY BE. This Limited Warranty allocates risk of Product failure between Purchaser and SAMSUNG and SAMSUNG's Product pricing reflects this allocation of risk and the limitations of liability contained in this Limited Warranty. The agents, employees, distributors, and dealers of SAMSUNG are not authorized to make modifications to this Limited Warranty, or make additional warranties binding on SAMSUNG Accordingly, additional statements such as dealer advertising or presentation, whether oral or written, do not constitute warranties by SAMSUNG and should not be relied upon.

Samsung Electronics Canada, Inc.

©2010 Samsung Electronics Canada, Inc. SAMSUNG is a registered trademark of Samsung Electronics Co., Ltd. and its related entities.

No reproduction in whole or in part allowed without prior written approval.

Specifications and availability subject to change without notice.

#861826 v2 | 4032342

Index

A

Add Call 17 Airplane Mode 80 Alarm Clock 54

В

Battery capacity 6 charging 7 disposal 91 installing 6 protecting 91 removing 7 Bluetooth 63–67 device information 64 device name 64 disconnecting pairing 65 enabling 63 my info 66 pairing 65 send data 66 trusted devices 64 visibility 63

С

Calendar 51 Call Waiting 17 Caller ID 16 Calls 61 answering 12 disconnecting 13 making 12 Camera 70–74 assigning pictures 72 my album 71 settings 73 storing pictures 70 Contacts 45 adding new 45 editing existing 46 finding 46 save a phone number 45

D

Display 75 background 75 brightness 76 greeting 75 keypad backlight 76 language 77 screen backlight 76 Display Screen Symbols 3 Displaying Your Phone Number 11 Draft Alert 42

E

Emergency Numbers 13 End-of-Call Options 14 Entering Text T9 text input 20

Icon Glossary 3 Ignore with Text 81 In-Call Options 13 Incoming Call answering 12 Indicator signal strength 3

Κ

Keyboard 20

L

Landscape Mode 3 keyboard 20 Location 80 Lock Phone 86

Μ

Memory Card 9 installing 9 Memory Status 80 Menu accessing 11 layout 30 Message Alert 41 Messaging 34 alert setup 44 auto-erase 42 email 37 instant messaging 37 picture message settings 43 picture messaging 35 settings 39 text message settings 42 text messaging 34 voicemail 37 microSD 9 installing 9 Missed Call Notification 13 My Album 71 options 71 My Downloads 68–69 assigning downloaded ringers 68 assigning downloaded wallpaper 69 downloading applications 68 downloading games 68 downloading ringers 68 downloading wallpaper 68 launching applications 69 playing games 69

Ν

Name Lookup 27

0

One Hand Operation 81

Ρ

Phone Information 79 Phone Number 11 dialing with pauses 16 displaying tour phone number 11 finding 15 saving 15 Phone Numbers speed dialing 16 Portrait Mode 1 Predictive Text 20 Preset Messages 40

R

Recent Calls 61 options 62 Reset Phone 86 Ringer alarm 79 calendar 79 message 78 timer 79 voice call 78 voice notification 79 voicemail 78 Roaming 23 other digital networks 23 setting 23 update PRL 24

S

Safety 88 Save in Outbox 42 Settings 75 display 75 general 79 lock 86 messaging 79 reset 86 ringers & vibrations 78 speech to action 84 touch calibration 82 volume 77 web browser 83 Speed Dialing 16

Т

T9 Text Input 20 Text edit 22 entering 20 numbers 21 punctuation 21 symbols 21 text 21 text entry settings 83 using the keyboard 21 Text Entry Settings 83 Three-Way Calling 17 Tools 48 alarm clock 54 calculator 49 calendar 51 daylight saving time 57 music 58 notes 50 self serve 48 stopwatch 56 timer 55 tip calculator 49 unit convertor 49 update phone 58 voice command 48 voice memo 58 world clock 56 Touch Calibration 82 Touch Sensitivity 82 Travel Adapter 8 TTY 18, 81 Turning Your Phone On and Off 5

U

Using the Travel Adapter 8

V

Voice Command 25 activate 25 adaptation 84 audio mode 85 call 25 changing audio guidance mode 29 check 27 confirmation 84 customizing 28 go to 27 lookup 27 send text 26 Voicemail 37 clearing 38 notification 38 retrieving 38 Volume 77 ringer 77 silence all 78 system 77

W

Warranty 94 Wireless Web bookmark 32 downloading items 68 launching the browser 31 Navigating 31 navigating 31 navigating menus 33